MEGA-SIZED ISSUE! • £1.50 • No. 41 • December 23rd 1994 • Britain's Official SEGA Comic • Every Fortnight

FREE BADNIK SPOTTER CARDS!

Sonic the comic

EXTRA PAGES!
SPECIAL STORIES!
PUZZLES & QUIZZES!
WIN A MEGA DRIVE!
MORE SONIC THRILLS!

NEW! MARKO'S MAGIC FOOTBALL!

STREETS OF RAGE RETURNS

PLUS

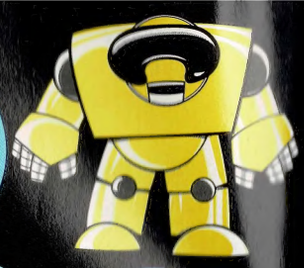
SECRETS OF THE BATTLE WAGON!

AND

SONIC, KNUCKLES, TAILS AND AMY!

9 770969 304990 41

CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Hubba, bubba! Do you realise how much toil and oil I've had to sweat to complete this, the first of *STC*'s two mega Christmas issues? Believe me, when you're sick of the sight of turkey and TV, you'll be glad you had an *STC* mega-issue at hand.

It seems festive fever has even affected Sonic in the first part of **Ice Cap Attack**. Returning with a vengeance is **Streets of Rage**, while **Marko's Magic Football** kicks off a great new series. Hold onto your hair as Knuckles is taken for the ride of his life in part three of **Carnival Night Conspiracy**. Amy gets to grips with the action and a new outfit in her own story, **In Good Hands**. Plus yours truly gets a special appearance - by popular demand, of course (I have the letter right here!).

If that's not enough, there's the first batch of **Sonic's Badnik Spotter Cards** free with this issue. You can never be too careful when there are Badniks about! Look out for six more cards free in *STC* 42's mega-issue. There's plenty more strips, fun and surprises in store, all for £1.50.

Megadroid

MEGA CONTENTS

So what do you think of *STC*'s first mega-sized issue of festive fun? More pages, more strips, more pin-ups, more puzzles than ever before! Here's a closer look at what's in store ...

SONIC: ICE CAP ATTACK
Part 1 ..... 1 - 7

ALL I WANT FOR XMAS IS A SEGA!
STC's helpful hints sheet for Boomers 8

SONIC STAR PIN-UP 9

REVIEW ZONE ..... 10 - 11

STREETS OF RAGE: THE ONLY GAME IN TOWN
Part 1. Sega's top street fighting team return for a new *STC* series! ..... 13 - 17

QUIZ: THE MOBIUS FACTOR
Think you know everything about Sonic? Test your skill against *STC*'s special Sonic quiz 18

COMPETITION: WIN A MEGA DRIVE
Three Mega Drives & 30 Virgin games to be won 19

MEGADROID
STC's top-rated character finally gets the story he so richly deserves. (Hey, who's writen this? - Ed.) ..... 20 - 23

STREETS OF RAGE BATTLE WAGON
The secrets of the SOR gang's armoured war wagon revealed for the first time ..... 24 - 25

KNUCKLES: CARNIVAL NIGHT CONSPIRACY
Part 3 ..... 27 - 31

NEWS ZONE ..... 32 - 33

AMY: IN GOOD HANDS
Complete story starring Sonic's 'girlfriend' ..... 34 - 38

FESTIVE PIN-UP
Old egg-nog breath, Doctor Robotnik, dreams of a Blue Christmas 39

Q ZONE:
Jungle Book Part 1 ..... 40 - 41

MARKO'S MAGIC FOOTBALL
Domark's football hero tackles a *New series* ..... 43 - 46

SPEEDLINES
More talented readers letters & drawings 47

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designer:** Gary Knight
- **Assistant Editor:** Audrey Wong
- **Cover:** Carl Flint
- **Publisher:** Rob McMenemy

Published every other Saturday by Fleetway Editions Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 344-6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Willenhall, West Midlands. Covers printed by Spottiswoode Ballantyne Printers Ltd., Colchester. Origination by David Bruce Graphics Ltd., London.

Copyright © Fleetway Editions Ltd., 1994. Copyright © Sega Enterprises Ltd, licensed by Copyright Promotions Ltd. Marko's Magic Football ® copyright © Domark Group Ltd.,1994. Reproduction without permission strictly prohibited.

Circulation/trade enquiries: Comag Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QE. Tel: 0895- 444055. Production: Teresa Magnowska. Advertising: Tom Glenister, Tel: 071 344-6410. ISSN 0969 3041.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · RE re-entry · new new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1	new	SONIC AND KNUCKLES
2	▼	URBAN STRIKE
3	▼	MORTAL KOMBAT 2
4	—	SONIC THE HEDGEHOG 2
5	▲	SONIC THE HEDGEHOG
6	▲	FIFA INTERNATIONAL SOCCER
7	RE	SONIC THE HEDGEHOG 3
8	—	DESERT STRIKE
9	▼	JUNGLE STRIKE
10	—	PGA EUROPEAN TOUR GOLF

MEGA-CD

1	new	REBEL ASSAULT
2	▼	SONIC CD
3	new	MICKEY MANIA
4	▲	ECCO THE DOLPHIN
5	▼	FIFA INTERNATIONAL SOCCER
6	▼	SEWER SHARK
7	▼	TOMCAT ALLEY
8	—	SILPHEED
9	▼	THUNDERHAWK
10	RE	ROAD AVENGER

MASTER SYSTEM

1	—	SONIC THE HEDGEHOG 2
2	▲	JUNGLE BOOK
3	▲	SONIC CHAOS
4	RE	ALADDIN
5	RE	ALIEN 3
6	RE	DESERT SPEED TRAP
7	RE	ROBOCOP V TERMINATOR
8	RE	SONIC THE HEDGEHOG
9	RE	PGA EUROPEAN TOUR GOLF
10	▼	MICKEY MOUSE

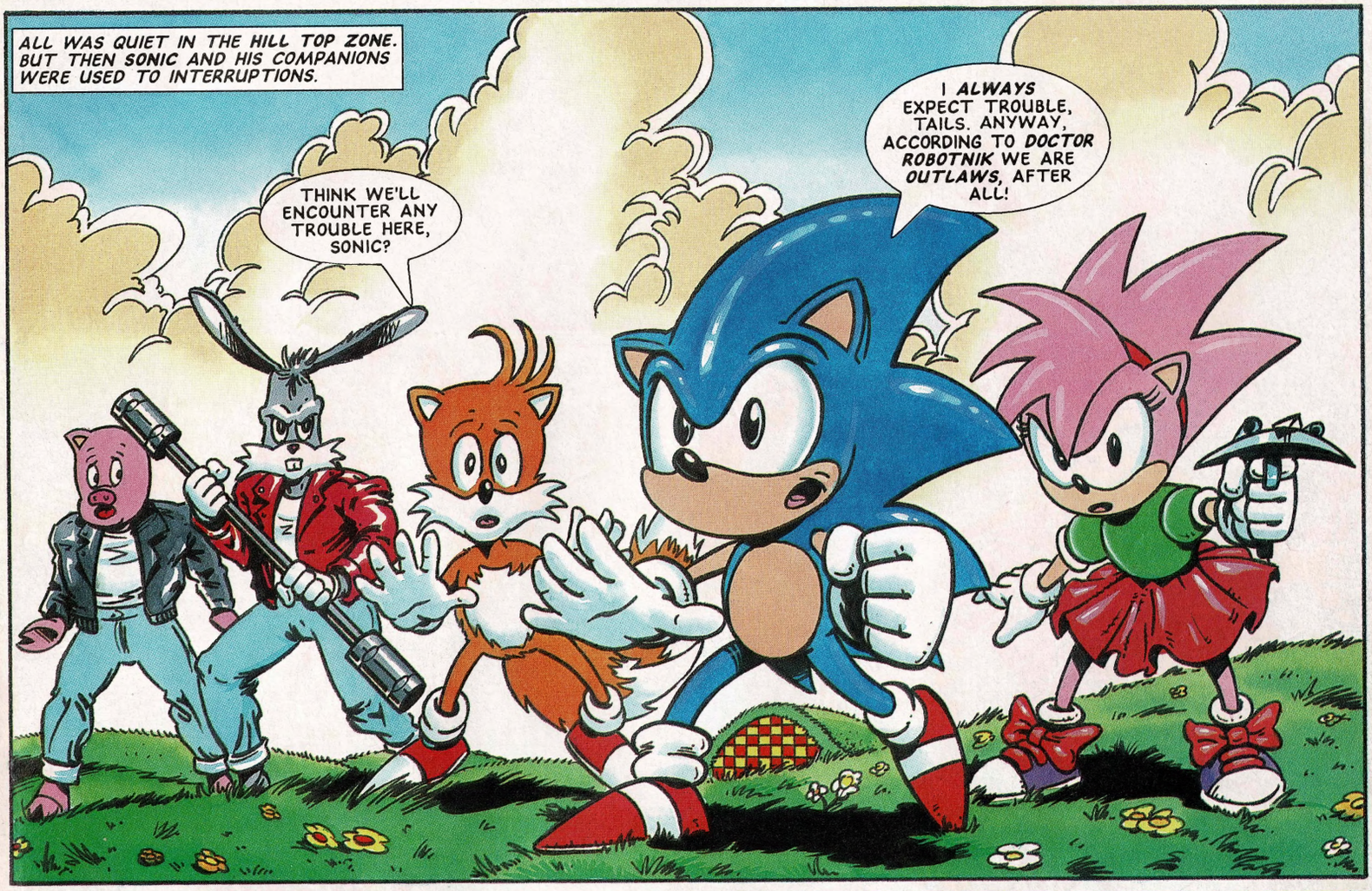
GAME GEAR

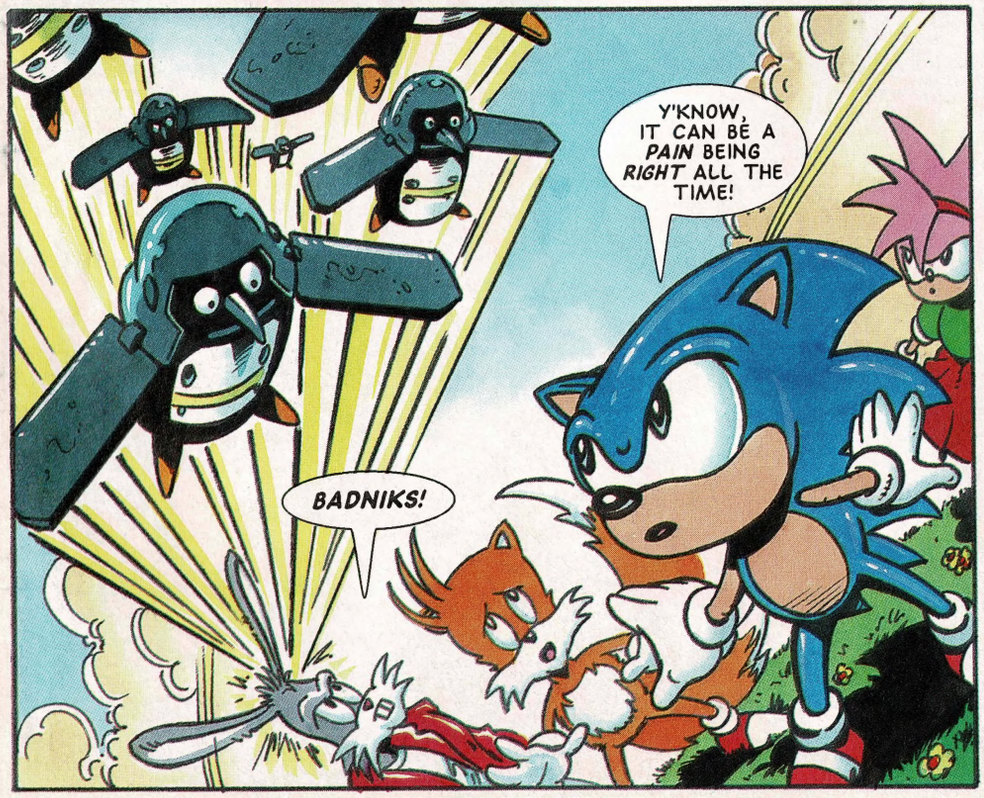
1	—	SONIC THE HEDGEHOG 2
2	▲	SONIC THE HEDGEHOG
3	▼	ECCO THE DOLPHIN
4	▲	MICKEY MOUSE 2
5	▼	MORTAL KOMBAT 2
6	RE	SONIC CHAOS
7	RE	PGA EUROPEAN TOUR GOLF
8	▼	JUNGLE BOOK
9	RE	ALADDIN
10	—	DESERT STRIKE

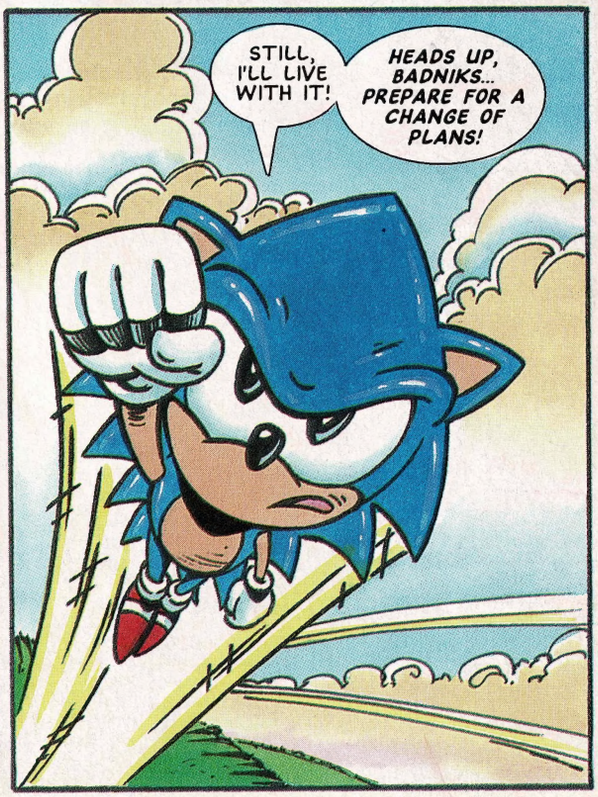
SONIC THE HEDGEHOG™

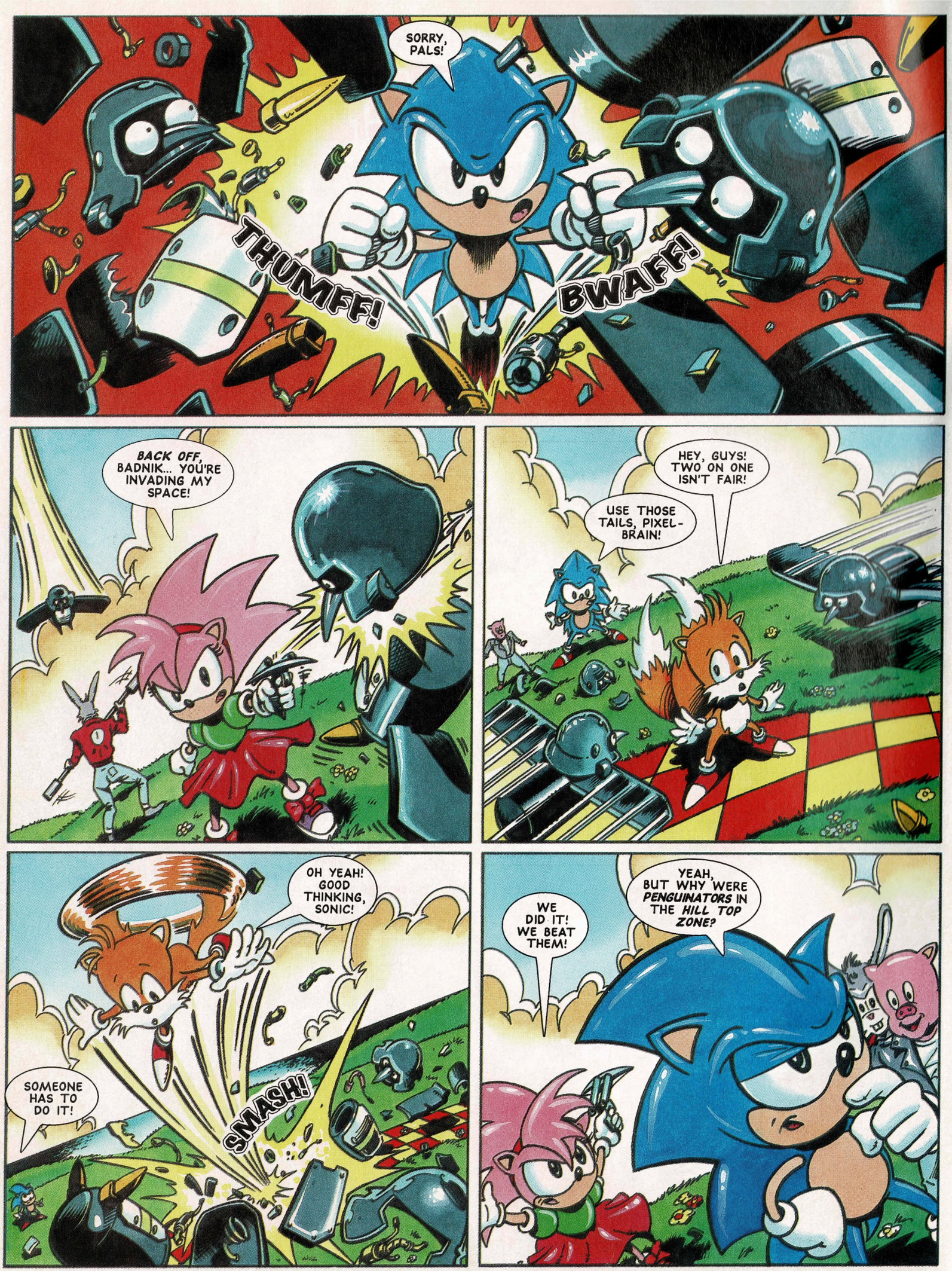
Ice Cap Attack PART 1

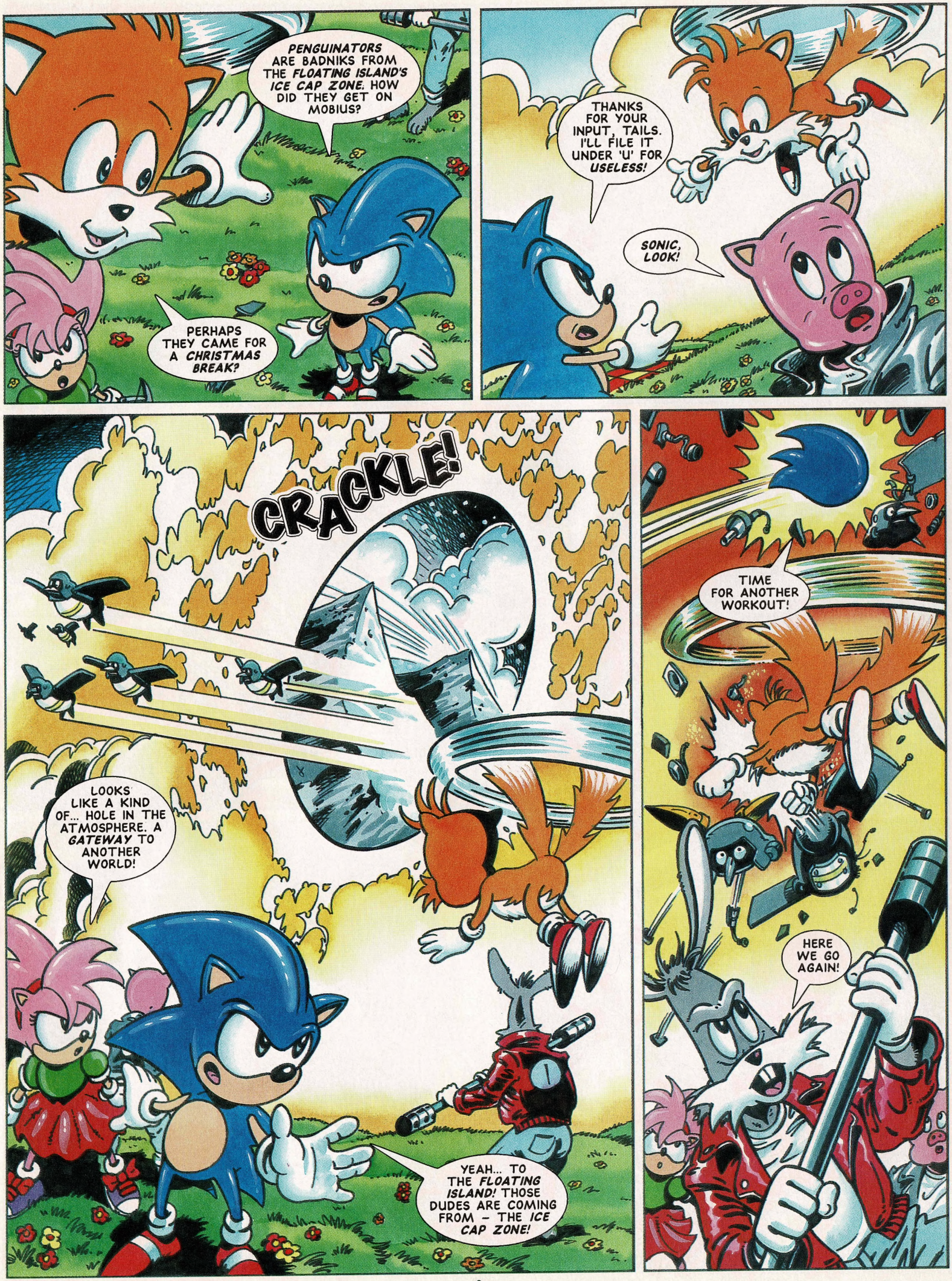
Script:
Lew Stringer
Art:
M. Hadley & J. Burns
Lettering:
Steve Potter

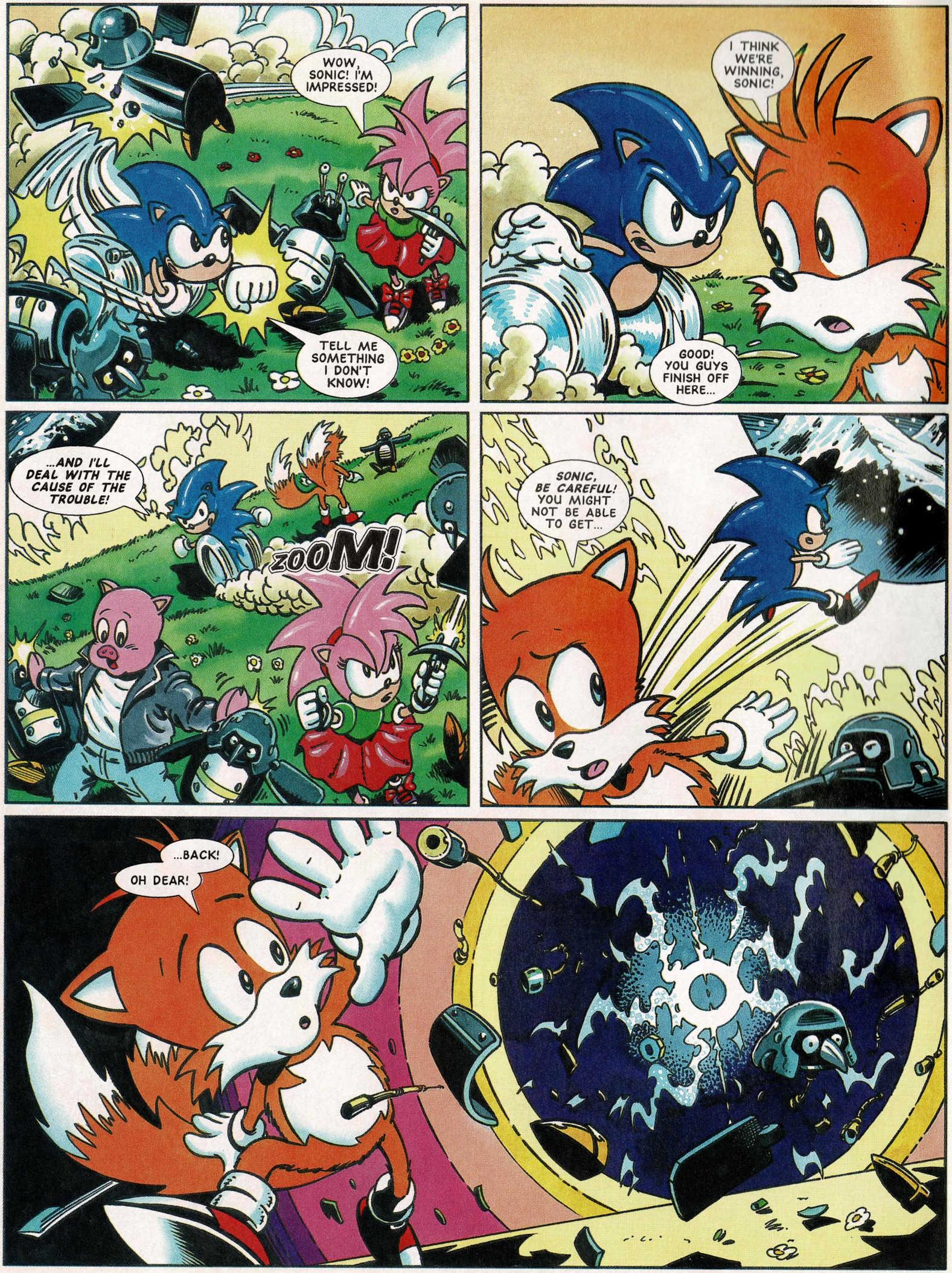

ALL WAS QUIET IN THE HILL TOP ZONE. BUT THEN SONIC AND HIS COMPANIONS WERE USED TO INTERRUPTIONS.
THINK WE'LL ENCOUNTER ANY TROUBLE HERE, SONIC?
I ALWAYS EXPECT TROUBLE, TAILS. ANYWAY, ACCORDING TO DOCTOR ROBOTNIK WE ARE OUTLAWS, AFTER ALL!

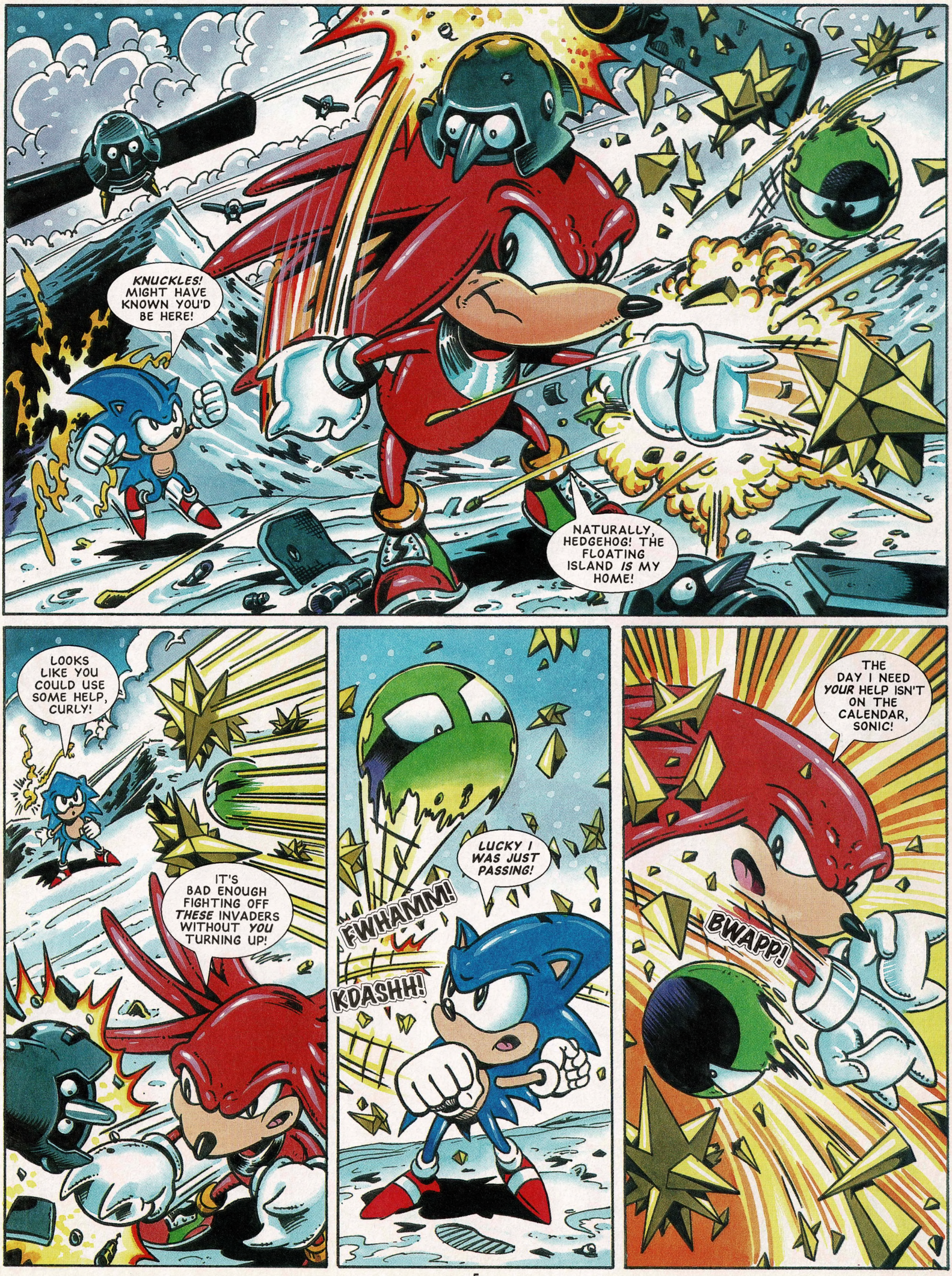





SORRY, PALS!
THUMFF!
BWAFF!
BACK OFF, BADNIK... YOU'RE INVADING MY SPACE!
HEY, GUYS! TWO ON ONE ISN'T FAIR!
USE THOSE TAILS, PIXEL-BRAIN!
OH YEAH! GOOD THINKING, SONIC!
SOMEONE HAS TO DO IT!
SMASH!
WE DID IT! WE BEAT THEM!
YEAH, BUT WHY WERE PENGUINATORS IN THE HILL TOP ZONE?


PENGUINATORS ARE BADNIKS FROM THE FLOATING ISLAND'S ICE CAP ZONE. HOW DID THEY GET ON MOBIUS?
PERHAPS THEY CAME FOR A CHRISTMAS BREAK?
THANKS FOR YOUR INPUT, TAILS. I'LL FILE IT UNDER 'U' FOR USELESS!
SONIC, LOOK!
CRACKLE!
LOOKS LIKE A KIND OF... HOLE IN THE ATMOSPHERE. A GATEWAY TO ANOTHER WORLD!
YEAH... TO THE FLOATING ISLAND! THOSE DUDES ARE COMING FROM - THE ICE CAP ZONE!
TIME FOR ANOTHER WORKOUT!
HERE WE GO AGAIN!


WOW, SONIC! I'M IMPRESSED!
TELL ME SOMETHING I DON'T KNOW!
I THINK WE'RE WINNING, SONIC!
GOOD! YOU GUYS FINISH OFF HERE...
...AND I'LL DEAL WITH THE CAUSE OF THE TROUBLE!
ZOOM!
SONIC, BE CAREFUL! YOU MIGHT NOT BE ABLE TO GET...
...BACK!
OH DEAR!


KNUCKLES! MIGHT HAVE KNOWN YOU'D BE HERE!
NATURALLY, HEDGEHOG! THE FLOATING ISLAND *IS* MY HOME!
LOOKS LIKE YOU COULD USE SOME HELP, CURLY!
IT'S BAD ENOUGH FIGHTING OFF *THESE* INVADERS WITHOUT *YOU* TURNING UP!
FWHAMM!
KDASHH!
LUCKY I WAS JUST PASSING!
THE DAY I NEED *YOUR* HELP ISN'T ON THE CALENDAR, SONIC!
BWAPP!

GET THE PICTURE?
NOT BAD, BUT YOU FORGOT THE FIRST RULE OF FIGHTING THESE CREEPS...
...NEVER TURN YOUR BACK ON A BADNIK!
SMASH!
I... APPRECIATE YOUR HELP, SONIC. NOW STATE YOUR BUSINESS HERE OR LEAVE MY ISLAND!
WELL, I SURE HAVEN'T COME TO GIVE YOU A CHRISTMAS PRESENT, PAL!
SOMEHOW, THE BADNIKS HAVE DISCOVERED A GATEWAY BETWEEN DIMENSIONS, AND ARE TRAVELLING FROM THE FLOATING ISLAND TO MOBIUS!
I'VE GOTTA FIND AND DESTROY THE TECHNOLOGY BEHIND IT!

THE FLOATING ISLAND IS *MY* DOMAIN. NOT *YOUR* RESPONSIBILITY!
THE *SAFETY* OF THE *CITIZENS OF MOBIUS* IS MY RESPONSIBILITY. IF THERE'S DANGER FROM BADNIKS OUT OF YOUR ZONE, I'VE GOTTA DEAL WITH IT!
YOU DON'T KNOW THIS ZONE LIKE I DO, HEDGEHOG! YOU'LL MAKE MISTAKES!
WELL, *THAT* WOULD BE A FIRST. STILL, YOU COULD ALWAYS *ASSIST* ME!
NO THANKS, SONIC. I'M NOT IMPRESSED WITH YOUR OFFER OR YOUR ARROGANT GLORY-SEEKING!
I'M OFFERING A *TRUCE*, KNUCKLES...
WE'LL SOLVE THIS PROBLEM QUICKER IF WE WORK *TOGETHER!*
FINE! JUST DON'T EXPECT ME TO BE FRIENDLY.
LIKEWISE. SEE IT AS A GESTURE OF GOOD WILL... FOR CHRISTMAS!
YOU'RE ON.
ELSEWHERE...
SICKENINGLY SENTIMENTAL! PITY THEY WON'T *SURVIVE* TO SEE CHRISTMAS! *HAHAHAHA!*
NEXT ISSUE: SLIP SLIDIN' AWAY! THE ICE CAP ATTACK CONCLUSION!

ALL I WANT FOR CHRISTMAS IS A SEGA!

STC'S ROUND-UP OF ALL THE SEGA HARDWARE ON SALE THIS CHRISTMAS

Dear Mum/Dad/Gran/Grandad/Aunt/Uncle/Sis/Bro/Santa/Whoever,

Face it, you know I need that new Sega console/replacement for my old console (delete where applicable). Here's my wants list, complete with pictures (so you can show them to the people in the shop) and prices. Go on, you know it makes sense!*

Your ever-loving relative/friend/pal/acquaintance,

Signed _____

Hey, Boomers!

Christmas is coming! You've been thinking about that new Sega console for months. You've dropped enough hints about it, but so far ... zip, nada, nothing! However, worry not as STC is here to help. Cut out this page, tick the box next to the items you want and leave it in a strategic place where those grown ups with all the dosh can't fail to miss it! Don't thank me. It's all part of the service.

MegaDroid

MEGA-CD 2

Plugs into any Mega Drive (I or II) and takes gaming into a new dimension. Stunning graphics, CD-quality sound - all on a shiny disc. Lots of stunning titles out now, many more to come in '95.
Recommended price: £199.99
Games from: £39.99

I WANT THIS ☐

MEGA DRIVE II

The world's top 16-Bit console - the only one worth considering! Literally hundreds of top video games available for it and more coming all the time. Look no further.
Recommended price: £99.99
Games from: £39.99

I WANT THIS ☐

MULTI-MEGA

Totally cool, totally unique. A Mega Drive and Mega-CD packed into a unit no bigger than a portable CD player. Plays all MD carts and MCD discs. Not cheap, but comes with serious pose value!
Recommended price: £349.99
Games from: £39.99

I WANT THIS ☐

MEGA DRIVE 32X

Sega's hottest new arrival! The Mega Drive 32X plugs into any Mega Drive and supercharges it! Takes graphics and sound to the next level - boosts Mega-CD too. Works with all existing MD/MCD games, plus the new range of 32X games coming soon.
Recommended price: £169.99
Games from: £59.99

I WANT THIS ☐

MASTER SYSTEM II

The original 8-Bit Sega console, still selling well and loads of games available. A great and inexpensive way to enter the sensational Sega universe! Watch out for special deals on the Master System at some dealers.
Recommended price: £39.99
Games from: £9.99

I WANT THIS ☐

GAME GEAR

Take Sega with you wherever you go! Totally portable, colour LCD screen, battery, mains or car adaptor power. Huge range of top quality games available - including five Sonic games!
Recommended price: £69.99
Games from: £19.99

I WANT THIS ☐

* Note: All prices shown are recommended retail prices. Many chain stores will be offering special deals. STC's advice is to shop around.

Sonic
Star
Pin-Up

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewer this issue: David Gibbon.

PETE SAMPRAS TENNIS

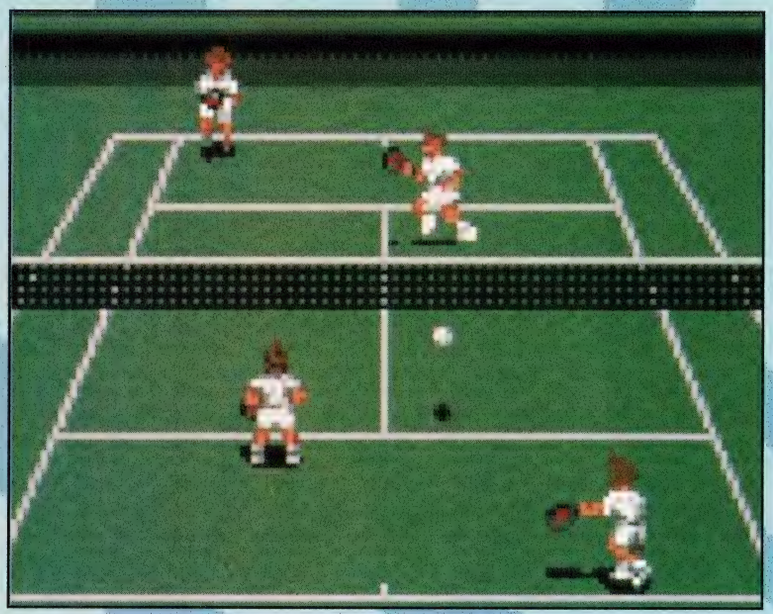
GG

game type: SPORT SIMULATION
1-2 PLAYERS

MD Mega Drive
MCD Mega CD
MS Master System
GG Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City



The Mega Drive version of **Pete Sampras Tennis** was released earlier this year and was a big success for Codemasters - it's good to see it finally released for Game Gear owners. Although there are a few differences, the handheld version plays much the same as the Mega Drive title. The initial menu offers you the choice of playing a single match, a tournament or a World Tour. However, long-gone are the digitised speech, umpire, animated crowd, ball boys and the J-Cart technology which offered simultaneous 4-player action. Instead a 2-player game is included, which sees either two people on one Game Gear or, if you have two handhelds and two copies of the game, there's an option to link-up two systems.

It must be stressed that the actual game has not been tampered with and still offers super playability, including lobs, dives and many other impressive shots which are all present in the Mega Drive version.

Graphically, **Pete Sampras Tennis** is above average with the players all sporting quality animation and, unlike the Mega Drive version, there's even several digitised pictures of actual people. The ease at which you can perform the various shots and place after touch effects on the ball, such as making the ball drop over the net, is very impressive. However, there are a few obstacles to overcome as the players movements are too slow; it's difficult to reach a ball that's a fair distance away even after diving. Although it should only take a couple of sets to fully get the hang of it, the two-player game on one machine is also quite tricky as one person uses the D-Pad and the other uses the 1 and 2 buttons.

Overall, it has to be said that **Pete Sampras Tennis** is an excellent conversion of the best Sega tennis game around. A joy.

FAST FAX

PUBLISHER: ACCOLADE
PRICE: £39.99

GRAPHICS 85
SOUND 78
PLAYABILITY 86

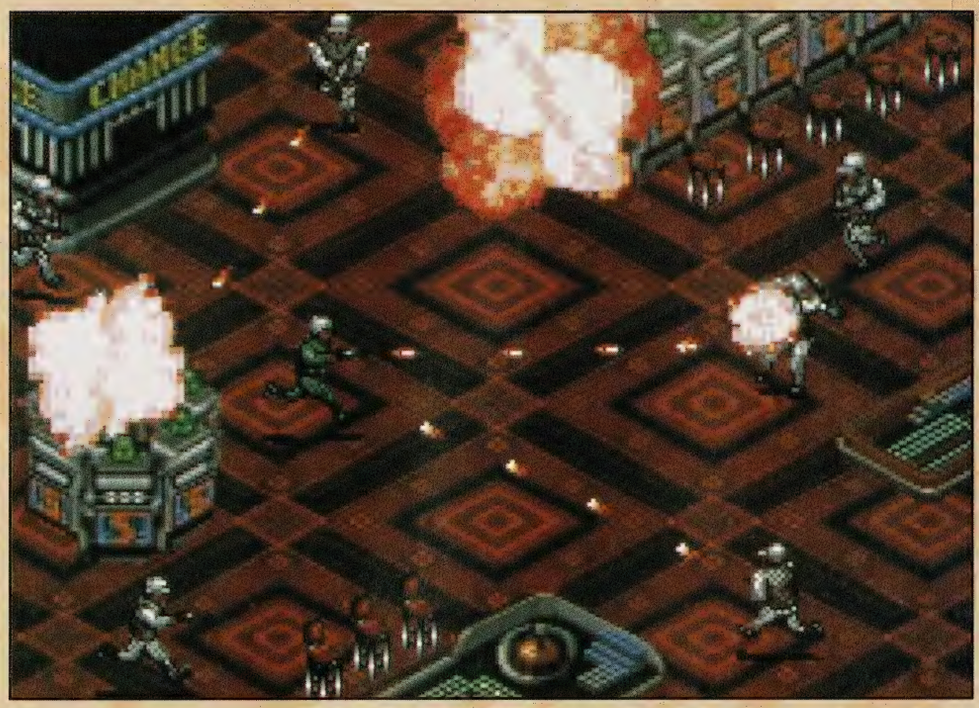
RAVES: Above average platformer at the usual Accolade competitive price.

GRAVES: Too easy to lose a life.

OVERALL 85%

URBAN STRIKE

game type: SHOOT 'EM-UP
1 PLAYER



Desert and *Jungle Strike* received critical acclaim for their excellent game-play and spent several months in the top ten video game charts. The other title in this award winning series, **Urban Strike**, is 50% larger than its predecessor.

The scene is set in the year 2001 where media mogul, H.R. Malone, recruits a manufacturer of military weapons to create enough armour to fill the houses in Coronation Street! Malone intends to direct this power at the USA and it's down to you to stop him! The player must decide which vehicle best suits a certain mission. Unlike the previous games, you have a choice of three armoured vehicles to help you in your mission - The Mohican Attack Chopper (a highly advanced helicopter), a 20-seater Blackhawke Chopper (heavily armoured but lacking manoeuvrability), or the Ground Assault Vehicle. Each one has its own unique qualities.

Urban Strike is comprised of 10 challenging levels, packed with excellent graphics and actual landmarks like the World Trade Centre in New York and Alcatraz prison. Included in the 10 campaigns are 60 sub-missions which vary from rescuing the drowning victims of a sunken cruise liner to diffusing bombs planted on the Golden Gate Bridge.

The biggest difference between previous *Strike* games and this one is the ability to fight on foot. Three campaigns are fought on foot which adds a whole new dimension to the game and calls for the player to learn new skills and strategy. Other new features include tougher opponents with higher Artificial Intelligence, the ability to carry and drop items by winch and Smart Bombs which cause destruction over a wide area.

Urban Strike is bigger, tougher and more controllable than any of the previous *Strike* titles. It's a shoot 'em-up that not only requires a good eye for aiming, but also a touch of brain power, which is an obvious plus! A contender for best shoot 'em-up of 1994!

FAST FAX

PUBLISHER	PRICE
WARNER	£44.99

GRAPHICS 92

SOUND 87

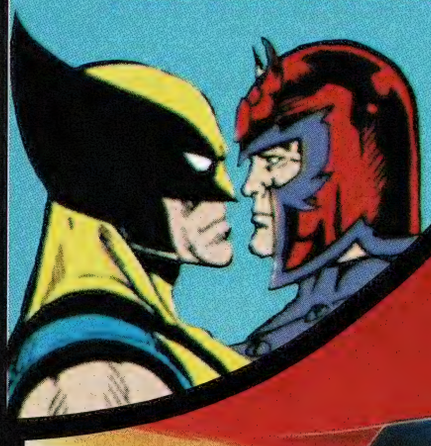
PLAYABILITY 90

RAVES
Excellent, humorous cartoon-based game.

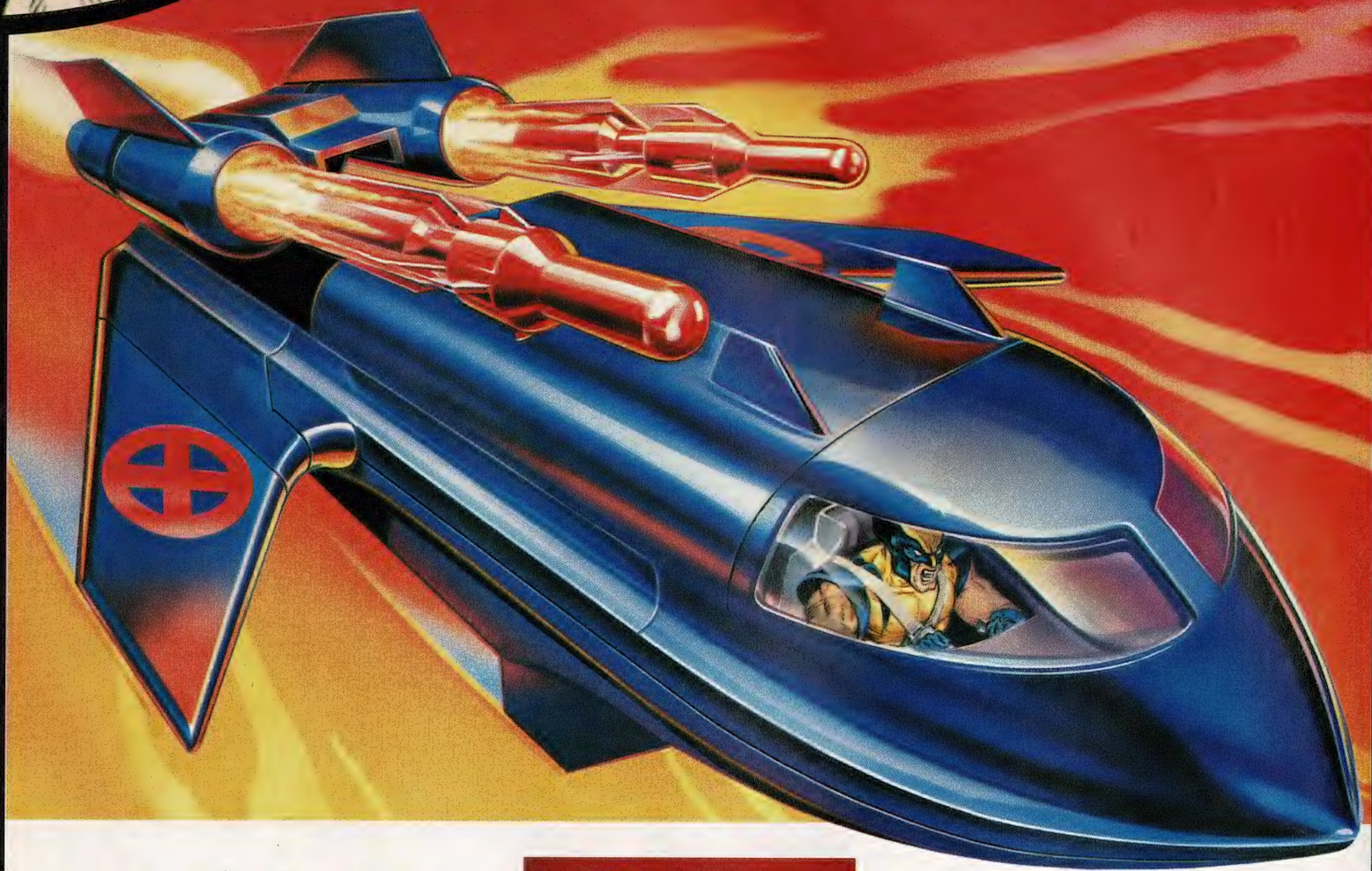
GRAVES
Easy to play - is possible to complete within a week or two.

OVERALL 91%

THEY'VE FOUGHT ACROSS TIME AND SPACE...



NOW THEY'RE COMING ROUND TO YOUR PLACE.



X-MEN®

Followers of Magneto, leader of evil mutants, beware. Wolverine and the other X-men have arrived.

And they have brought the awesome Blackbird Jet with them.

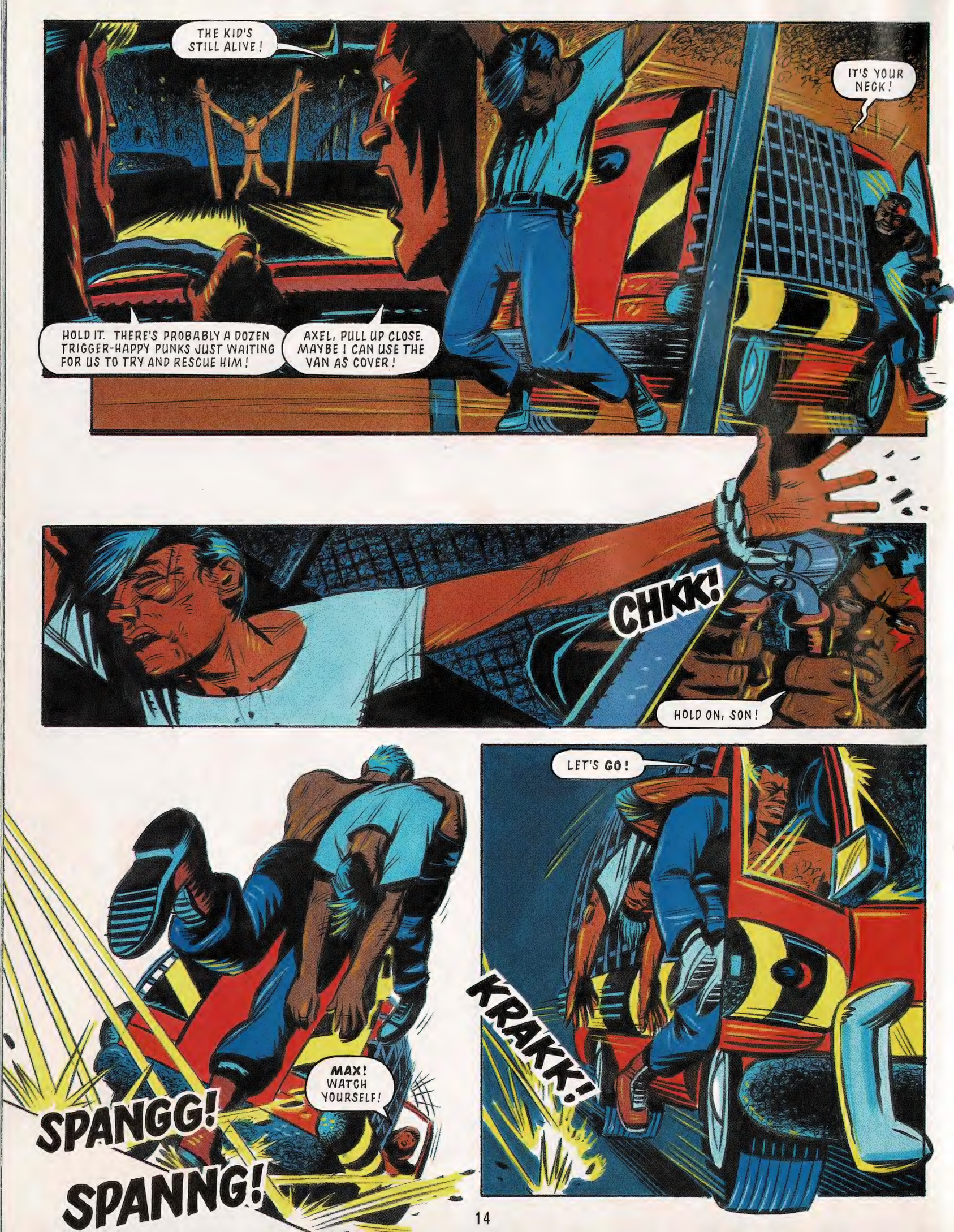
In the "air" it fires missiles. On the ground it transforms into 3 attack modules – a land vehicle, a command centre with defensive capabilities and a glider with working ejector seat. It's the ultimate weapon for the ultimate battle. You have been warned.

MARVEL COMICS

A full range of X-Men figures and playsets are also available, call Tyco Toys on 0800 585108. TM and © Marvel Entertainment Group Inc. All rights reserved.

NIGHT IN THE CITY AND IT'S AS HOT AS HELL.
IT WAITS...
STARTS TODAY
STREETS OF RAGE
THE ONLY GAME IN TOWN PART 1
YOU'RE SURE THIS IS THE PLACE, SKATES?
I'M SURE, BLAZE, OKAY? JULIO'S A LITTLE LATE, THAT'S ALL!
TAKE IT EASY, KID...
YOUR INFORMANT'S JUST TURNED UP.

Script: Nigel Kitching **Art:** Peter Richardson **Lettering:** Tom Frame


THE KID'S STILL ALIVE!
IT'S YOUR NECK!
HOLD IT. THERE'S PROBABLY A DOZEN TRIGGER-HAPPY PUNKS JUST WAITING FOR US TO TRY AND RESCUE HIM!
AXEL, PULL UP CLOSE. MAYBE I CAN USE THE VAN AS COVER!
CHKK!
HOLD ON, SON!
LET'S GO!
KRAKK!
MAX! WATCH YOURSELF!
SPANGG!
SPANNG!

KROOOMM!
WHAT THE BLAZES WAS THAT?
UNLESS I'M VERY MUCH MISTAKEN, THAT WAS AN ARMOUR-PIERCING SHELL.
MY FAULT... ALL MY...
BLAZE, MAYBE WE OUGHT TO EXPLAIN A COUPLE OF THINGS TO THOSE PUNKS...
I'M ON IT!
I'VE BEEN DYING FOR A CHANCE TO TRY OUT THIS BABY!
B-KOOM! B-KOOM!
GUESS IT WORKS...

KROOOMM!
BRACE YOURSELVES!
OOW! WHAT'D WE HIT?
AXEL, SKATES. YOU GUYS ALL RIGHT?
HEY! WHAT'S THAT NOISE?
SKRRRKK!
I GOT IT! I GOT IT!
C'MON, MAN! C'MON! C'MON!
WHUNK!
YOU GOT IT ALL RIGHT, STREET SCUM! COME ON, GUYS — WE'VE GOT TO GET OUT OF HERE!

RIGHT N...
UH, OH.
NIGHT IN THE CITY AND IT'S AS HOT AS HELL.
NOW THE WAITING IS OVER.
NEXT: THE GANG'S ALL HERE!

THE MOBIUS FACTOR

Think you know everything about Sonic the Hedgehog? Are you full of knowledge on everything happening with his friends and Badniks? Then why not put that know-it-all brain to the test and see if you have *The Mobius Factor!*

Tick boxes A, B,or C to indicate your answer. After you have completed the quiz, check your answers and award yourself five rings for each one answered correctly. At the end of the quiz, Sonic himself will tell you how much you really know about his world.

1) On which planet does Sonic the Hedgehog live?

- A. Zog ❒
- B. Mars ❒
- C. Mobius ❒

2) How many Chaos Emeralds are there in *Sonic 3*?

- A. Six ❒
- B. Seven ❒
- C. Five ❒

3) Who would dearly love to be Sonic's girlfriend?

- A. Rosie Nose ❒
- B. Amy Rose ❒
- C. Nosey Toes ❒

4) Sonic has a rabbit friend. What is his full name?

- A. Johnny Rotten ❒
- B. Johnny Lightfoot ❒
- C. Johnny Quickstep ❒

5) Who is the keeper of the Chaos Emeralds?

- A. Knuckles ❒
- B. Buckles ❒
- C. Chuckles ❒

6) What makes Sonic so exceptional?

- A. Being a cool dude ❒
- B. Speed ❒
- C. Showing Off ❒

7) By what other name is Tails known as?

- A. Miles Behind ❒
- B. Foxy Fox ❒
- C. Miles Prower ❒

8) What is Doctor Robotnik's ship called?

- A. Egg Head ❒
- B. Death Egg ❒
- C. Death Head ❒

9) What is the full name of the Pig who regularly appears with Sonic?

- A. Porker Lewis ❒
- B. Porky Pig ❒
- C. Porker Bacon ❒

10) Which character appeared with Sonic and can morph into different forms?

- A. Metamorphia ❒
- B. Metimorfia ❒
- C. Megatox ❒

11) Which zone in Sonic's World has no name?

- A. No-name Zone ❒
- B. Nameless Zone ❒
- C. Un-named Zone ❒

12) A toxic liquid once flooded the Chemical Plant Zone. What was its name?

- A. Toxo ❒
- B. Mega Muck ❒
- C. Mega Mack ❒

13) What is Knuckles' main skill?

- A. Strength ❒
- B. Speed ❒
- C. Flying ability ❒

14) Where is the Floating Island?

- A. In the sky ❒
- B. Next to the Green Hill Zone ❒
- C. Above the water ❒

15) What attack does Sonic most frequently use to dispose of Badniks?

- A. Super Spin Attack ❒
- B. Super Speed Attack ❒
- C. Super Sonic Attack ❒

16) What causes Sonic to turn into the mighty, yellow, Super Sonic?

- A. Extreme anger towards Robotnik ❒
- B. Absorbing too many rings ❒
- C. Fighting too many Badniks ❒

17) Which three brothers, working as electricians, also work for Robotnik?

- A. Gibb Brothers ❒
- B. Osmond Brothers ❒
- C. Marxio Brothers ❒

18) In *Sonic 3*'s Icecap Zone, what did Sonic ride on?

- A. Tin Tray ❒
- B. Snowboard ❒
- C. Ski Jets ❒

19) Where is Kintobor based?

- A. Sonic's Underground Base ❒
- B. Sonic's Secret Base ❒
- C. Sonic's Undersea World ❒

20) Which machine once made Sonic think he was a human?

- A. Brainless Box ❒
- B. Brain Drain ❒
- C. Hedgehog-Human Convertor ❒

SONIC'S VERDICT

90 RINGS OR MORE - A complete Super Sonic Genius! You have The Mobius Factor and know more about me than the humes who work at *STC*. Fancy a job?

60-85 RINGS - Excellent. A score achieved only by regular reading of my favourite publication - *STC*!

30-55 RINGS - A good effort. However more homework is definitely needed.

5-25 RINGS - You must be one of Robotnik's Badniks!

ANSWERS

1-C; 2-A; 3-B; 4-B; 5-A; 6-B; 7-C; 8-B; 9-A; 10-A; 11-B; 12-C; 13-B; 14-A; 15-A; 16-B; 17-C; 18-B; 19-A; 20-B

BELL JINGLIN' *STC* CRIMBO COMPO!

3 SEGA MEGA DRIVES 30 VIRGIN INTERACTIVE GAMES TO BE WON!

Check it out, Boomers, Frosty the Snowman never had it this good! Thanks to those fab folks at Virgin Interactive Entertainment, we've got three Mega Drives and 30 Virgin games from the following list up for grabs:-

CANNON FODDER
DINO DINI'S SOCCER
DRAGON
JIMMY WHITE'S WHIRLWIND SNOOKER
THE LION KING
SENSIBLE GOLF

The top three prize-winners will each receive a Sega Mega Drive, plus two games from the list (sorry, no choices, but they're all worth having). The next 24 winners will each receive one of the games from the list (again, no choices).

HOW TO ENTER

Scan the two pictures of Sonic on this page. Look the same? Uh-uh. There are eight differences on the one on the right. Circle the changes and then name the type of Badnik Sonic is fighting (hint: check out this issues' free gift - Sonic's Badnik Spotter Cards!).

Neatly fill in the entry form, and send the whole thing to the address on the form. All entries must be in by the closing date of 10th January 1995.

RULES & REGS

This competition is open to all readers of Sonic The Comic, except those that have any connection with Virgin Interactive Entertainment, Fleetway Editions Ltd., it's printers or suppliers. Prizes will be awarded to the first 30 correct entries pulled out of the *STC* postbag after the closing date. Winners of the three Mega Drives will be notified by post. The editor's decision is final and no correspondence will be entered into.

STC/VIRGIN CRIMBO COMPO!

Send this completed entry form to:-

STC/VIRGIN CRIMBO COMPO,
FLEETWAY EDITIONS LTD.,
25-31 TAVISTOCK PLACE,
LONDON WC1H 9SU.

Sonic is fighting a _____ Badnik

NAME _____

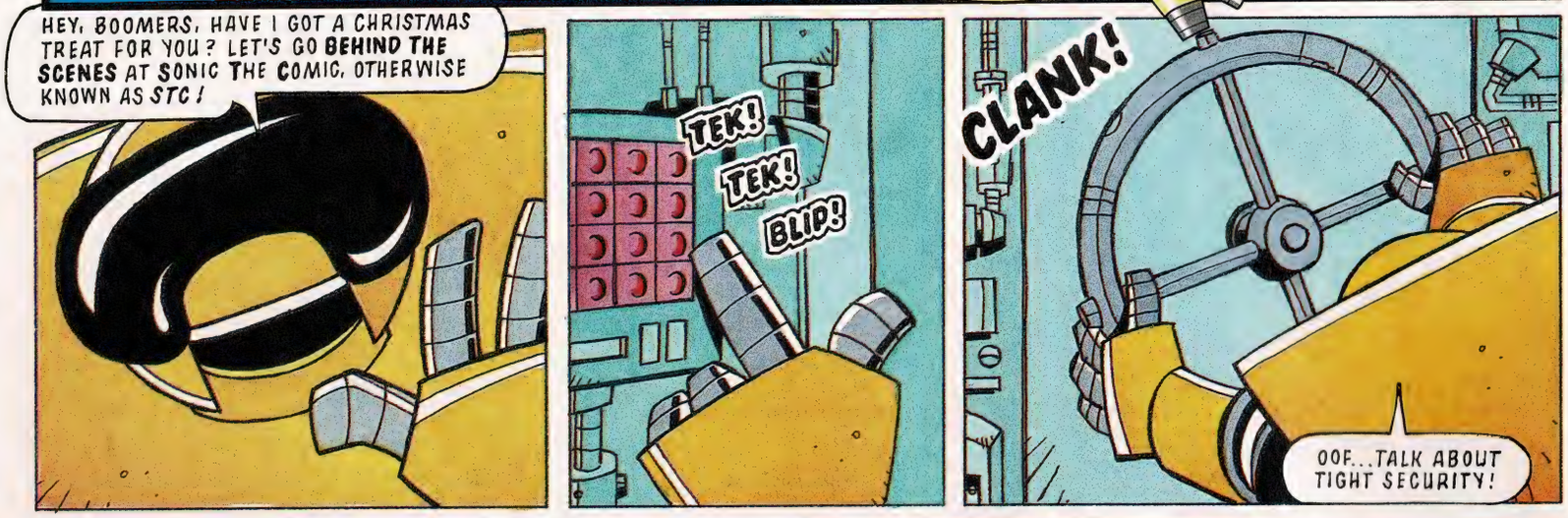
ADDRESS _____

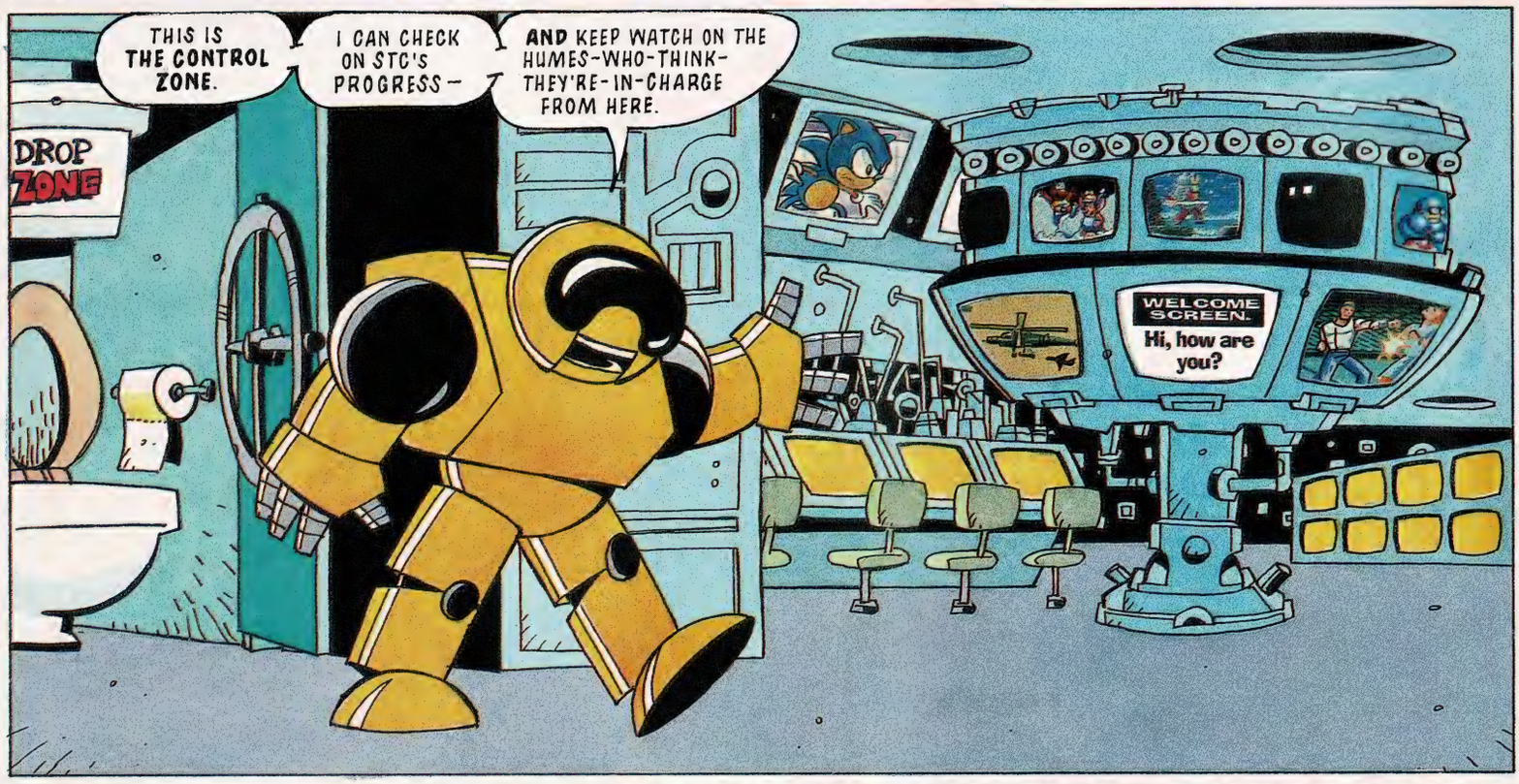
_____ **AGE** _____

MEGADROID

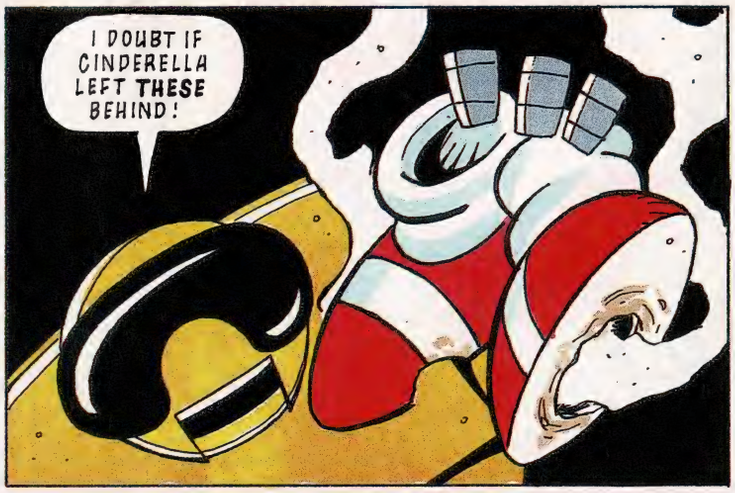
SPECIAL COMPLETE STORY

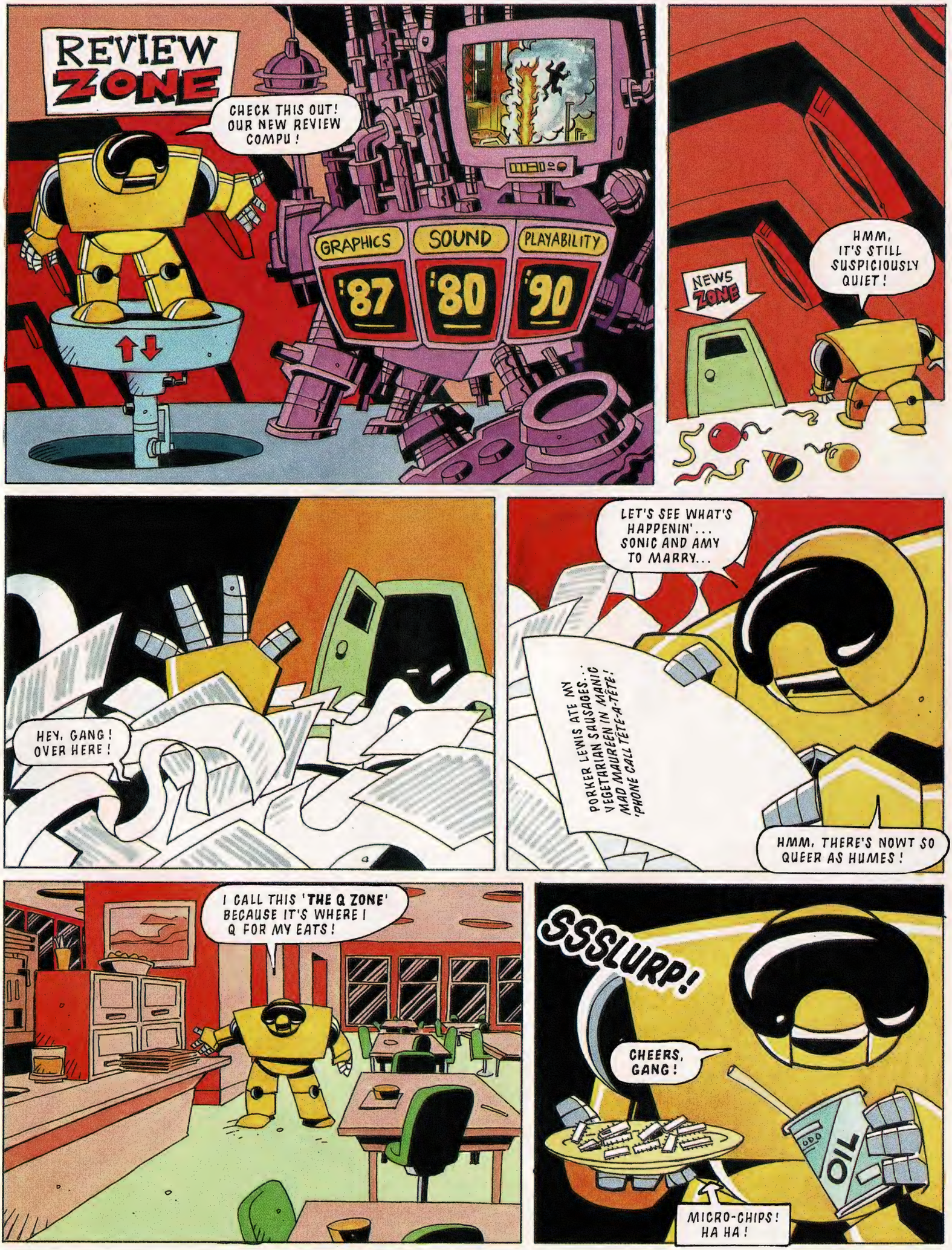
Script: Carl Flint
Art: Nigel Kitching
Lettering: Tom Frame

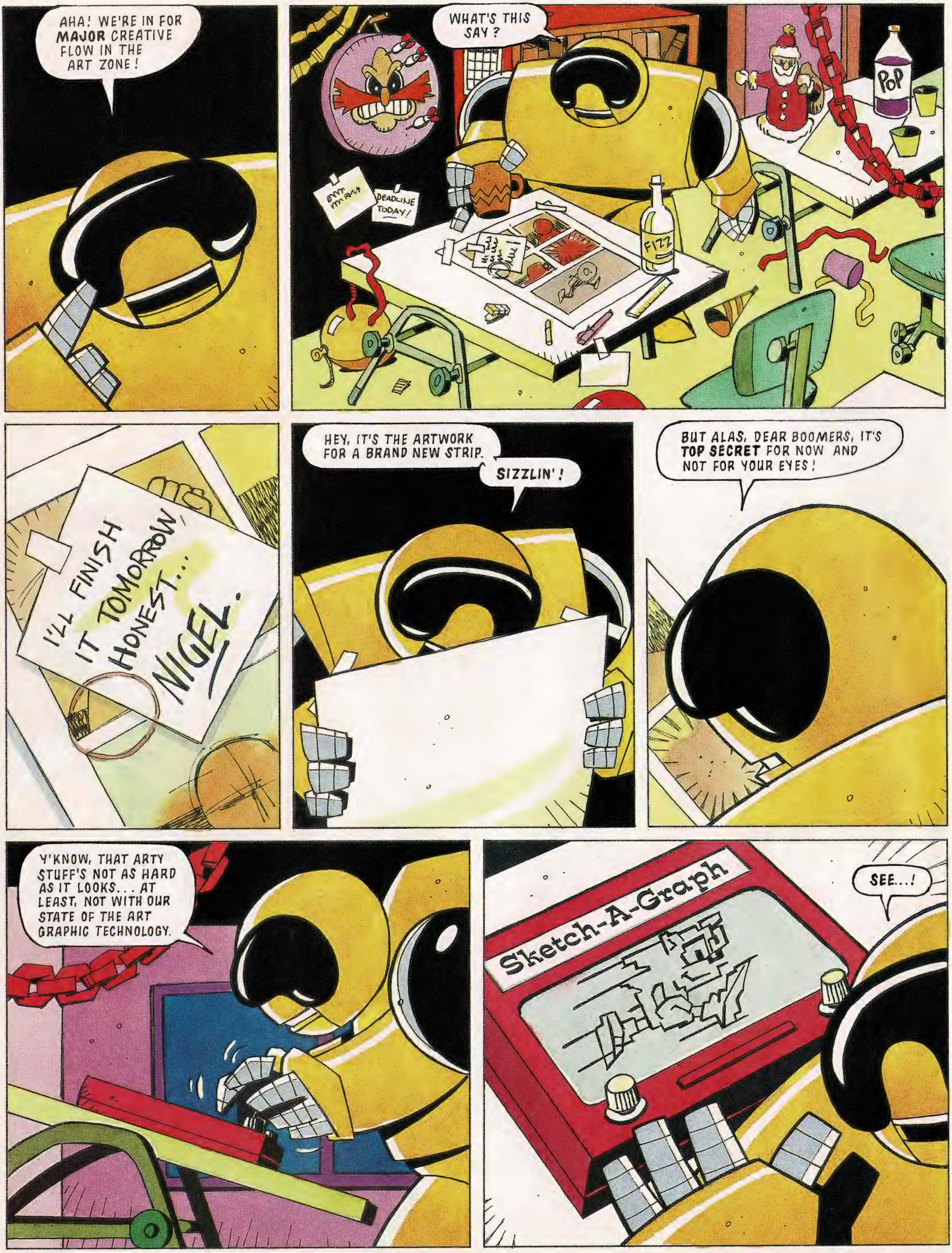

HEY, BOOMERS, HAVE I GOT A CHRISTMAS TREAT FOR YOU? LET'S GO BEHIND THE SCENES AT SONIC THE COMIC, OTHERWISE KNOWN AS STC!
TEK!
TEK!
BLIP!
CLANK!
OOF...TALK ABOUT TIGHT SECURITY!

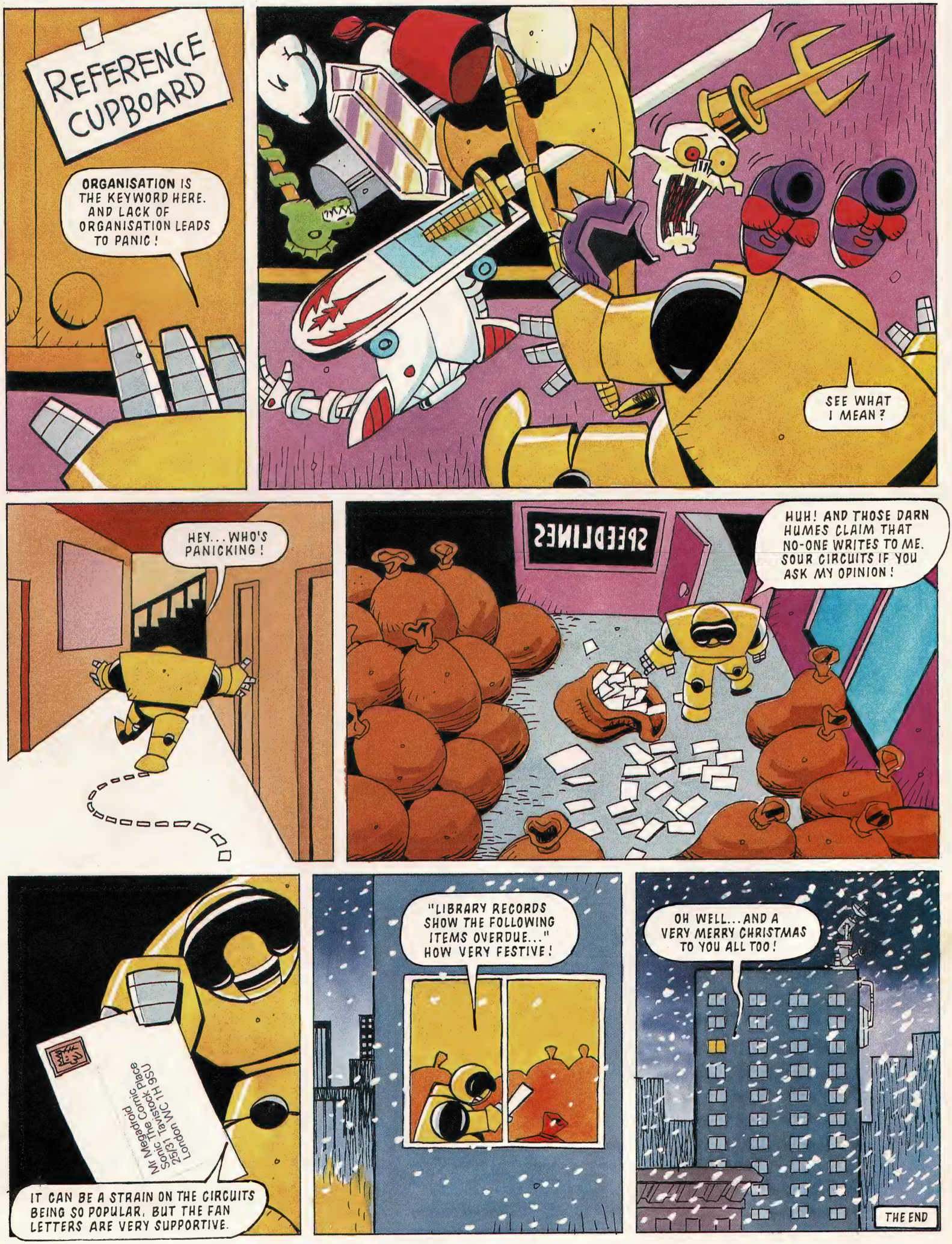

THIS IS THE CONTROL ZONE.
I CAN CHECK ON STC'S PROGRESS—
AND KEEP WATCH ON THE HUMES-WHO-THINK-THEY'RE-IN-CHARGE FROM HERE.
DROP ZONE
WELCOME SCREEN.
Hi, how are you?

THEY'LL BE HARD AT IT IN OTHER ZONES... STRAINING TO GET BACK IN WORK-MODE AFTER LAST NIGHT'S CHRISTMAS BASH!
PHEW! WHAT'S THAT PONG?
Brigadoon



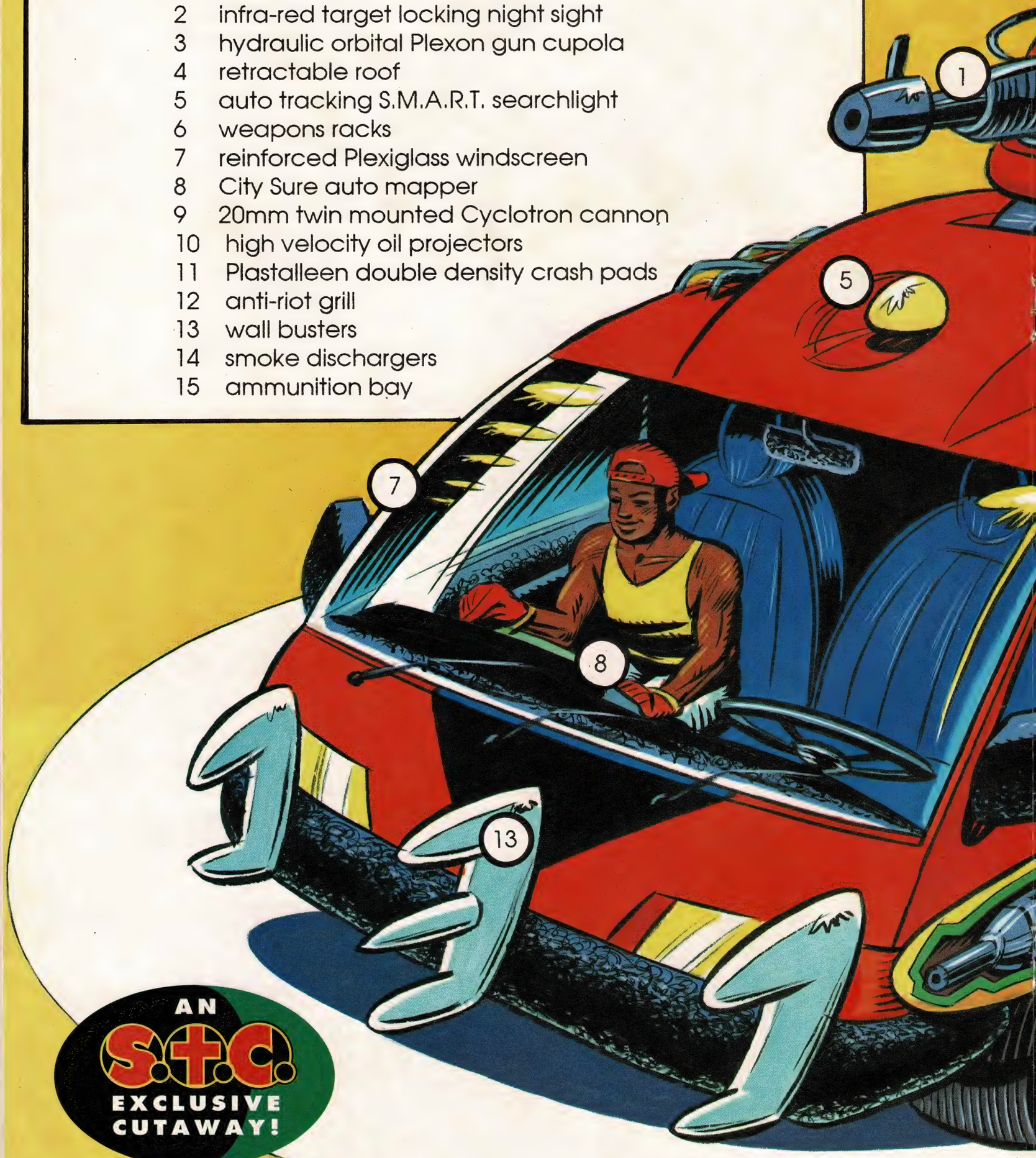

REVIEW ZONE
CHECK THIS OUT! OUR NEW REVIEW COMPU!
GRAPHICS
SOUND
PLAYABILITY
'87
'80
'90
NEWS ZONE
HMM, IT'S STILL SUSPICIOUSLY QUIET!
HEY, GANG! OVER HERE!
LET'S SEE WHAT'S HAPPENIN'... SONIC AND AMY TO MARRY...
PORKER LEWIS ATE MY VEGETARIAN SAUSAGES... MAD MAUREEN IN MANIC 'PHONE CALL TÊTE-A-TÊTE!
HMM, THERE'S NOWT SO QUEER AS HUMES!
I CALL THIS 'THE Q ZONE' BECAUSE IT'S WHERE I Q FOR MY EATS!
SSSLURP!
CHEERS, GANG!
OIL
MICRO-CHIPS! HA HA!


AHA! WE'RE IN FOR MAJOR CREATIVE FLOW IN THE ART ZONE!
WHAT'S THIS SAY?
DEADLINE TODAY!
FIZZ
POP
I'LL FINISH IT TOMORROW HONEST... NIGEL.
HEY, IT'S THE ARTWORK FOR A BRAND NEW STRIP.
SIZZLIN'!
BUT ALAS, DEAR BOOMERS, IT'S TOP SECRET FOR NOW AND NOT FOR YOUR EYES!
Y'KNOW, THAT ARTY STUFF'S NOT AS HARD AS IT LOOKS... AT LEAST, NOT WITH OUR STATE OF THE ART GRAPHIC TECHNOLOGY.
Sketch-A-Graph
SEE...!


REFERENCE CUPBOARD
ORGANISATION IS THE KEYWORD HERE. AND LACK OF ORGANISATION LEADS TO PANIC!
SEE WHAT I MEAN?
HEY... WHO'S PANICKING!
SPEEDLINES
HUH! AND THOSE DARN HUMES CLAIM THAT NO-ONE WRITES TO ME. SOUR CIRCUITS IF YOU ASK MY OPINION!
Mr Megadroid
Sonic The Comic Page
25/27 Tavistock Place
London WC 1H 9SU
IT CAN BE A STRAIN ON THE CIRCUITS BEING SO POPULAR, BUT THE FAN LETTERS ARE VERY SUPPORTIVE.
"LIBRARY RECORDS SHOW THE FOLLOWING ITEMS OVERDUE..." HOW VERY FESTIVE!
OH WELL... AND A VERY MERRY CHRISTMAS TO YOU ALL TOO!
THE END

KEY

1 37mm Barrett & Browning recoiless cannon
2 infra-red target locking night sight
3 hydraulic orbital Plexon gun cupola
4 retractable roof
5 auto tracking S.M.A.R.T. searchlight
6 weapons racks
7 reinforced Plexiglass windscreen
8 City Sure auto mapper
9 20mm twin mounted Cyclotron cannon
10 high velocity oil projectors
11 Plastalleen double density crash pads
12 anti-riot grill
13 wall busters
14 smoke dischargers
15 ammunition bay



AN S.T.C. EXCLUSIVE CUTAWAY!

STREETS OF RAGE
BATTLE WAGON
Check it out, dudes!
The awesome weaponry of the vehicle used by Axel, Blaze, Max and Skates, is revealed for the first time! One thing's for sure ... if you see this comin', it sure ain't deliverin' pizzas!
2
3
4
6
10
12
14
11
9
15
20mm TRACER

"I don't know what all the fuss is about. I wasn't even booked."

(Vinny Jones)

Referee and two linesmen. Around £1·70.

Subbuteo Accessories

"Puts the game in a different league, Brian."

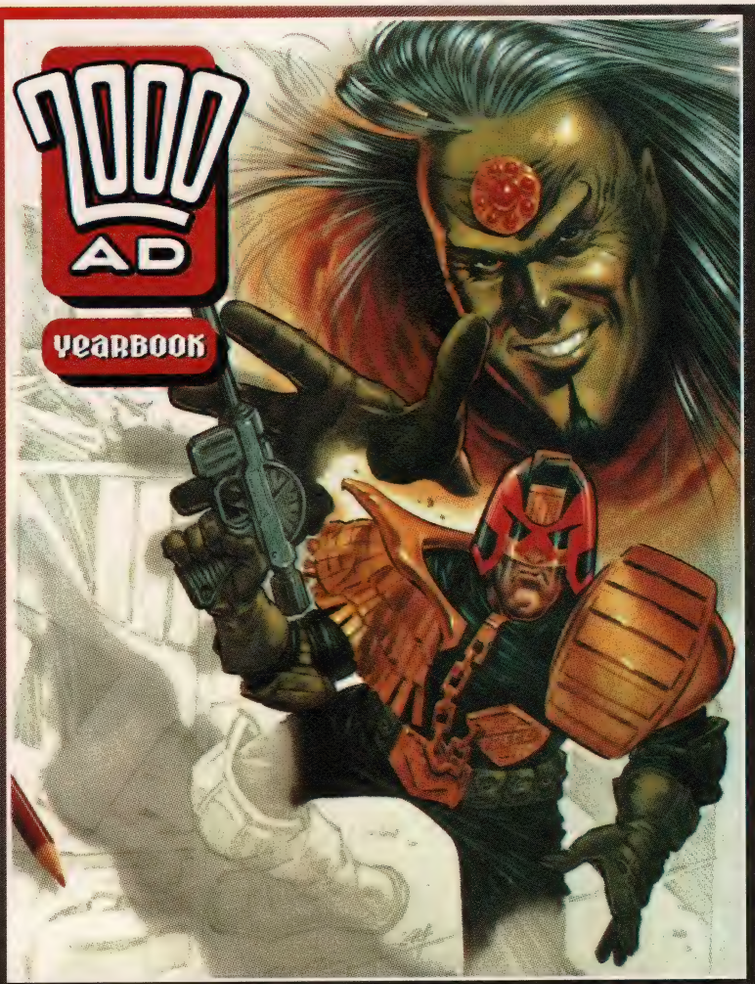
2000AD YEARBOOK

Featuring brain-dazzling dozes of pure, unrefined THRILL-POWER!

Inside: ROGUE TROOPER, THARG, ROBO-HUNTER & JUDGE DREDD

96 PAGES with double-gatefold painted cover for only £5.95

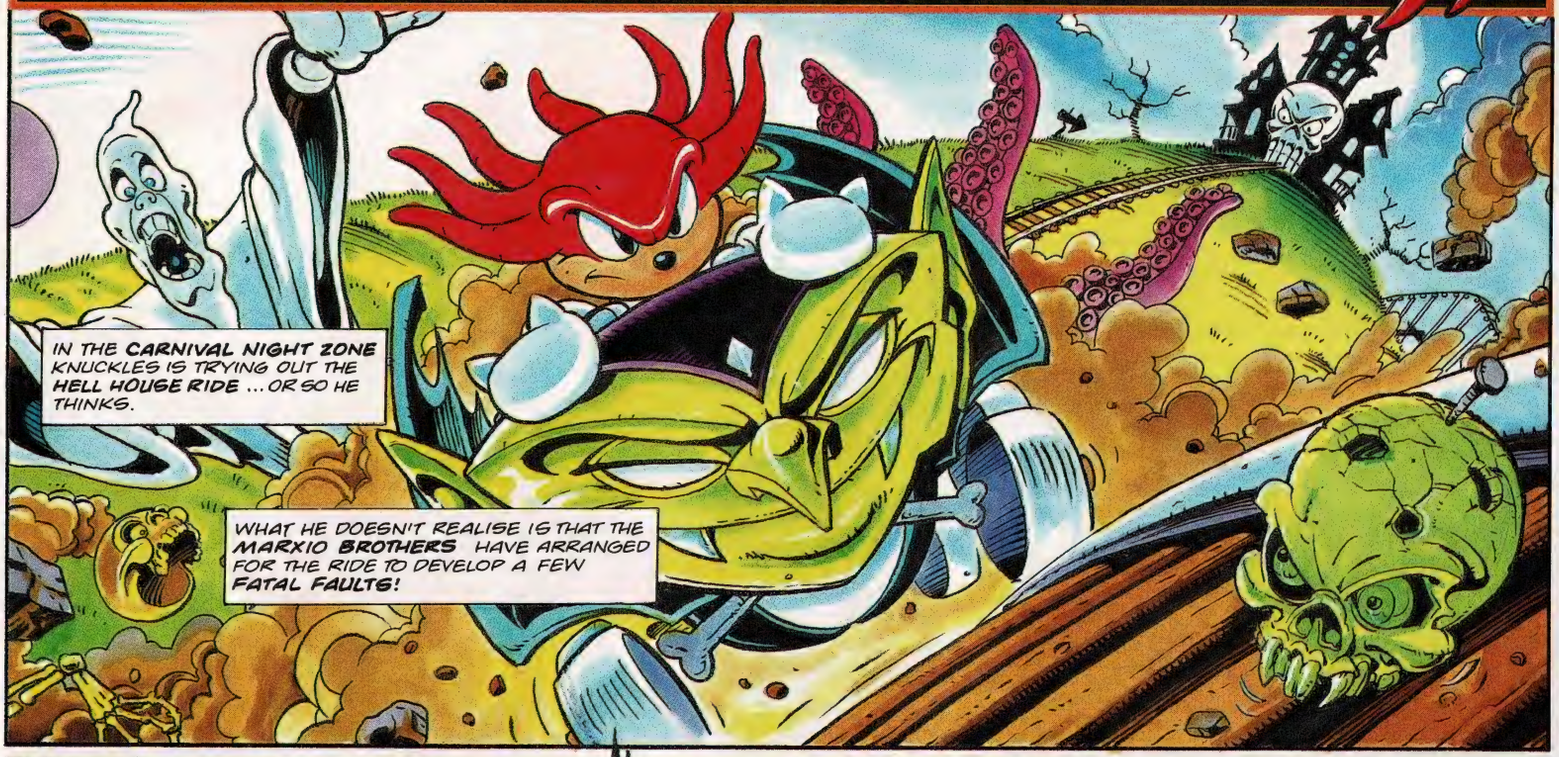
ON SALE FROM AUGUST 25

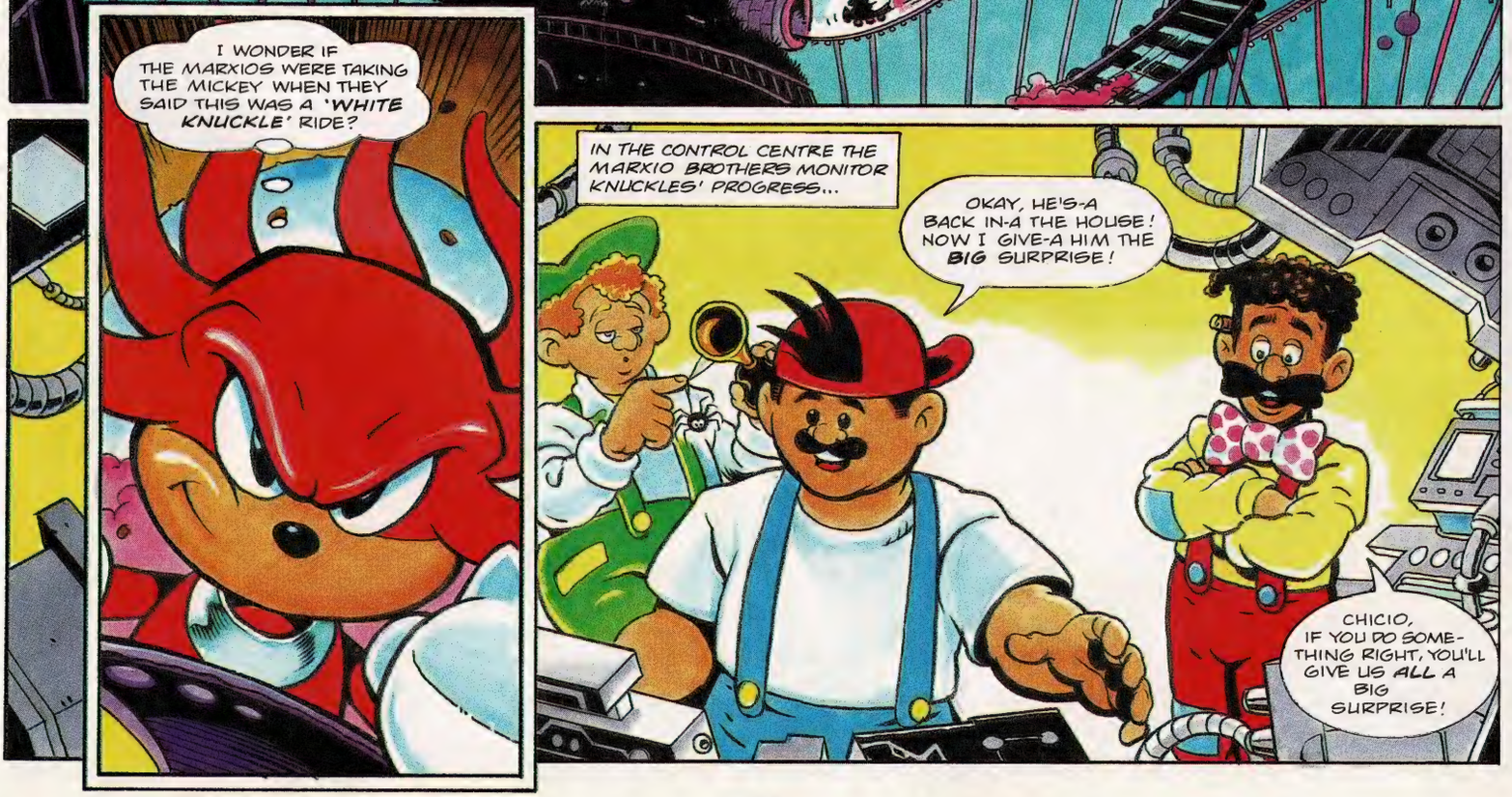


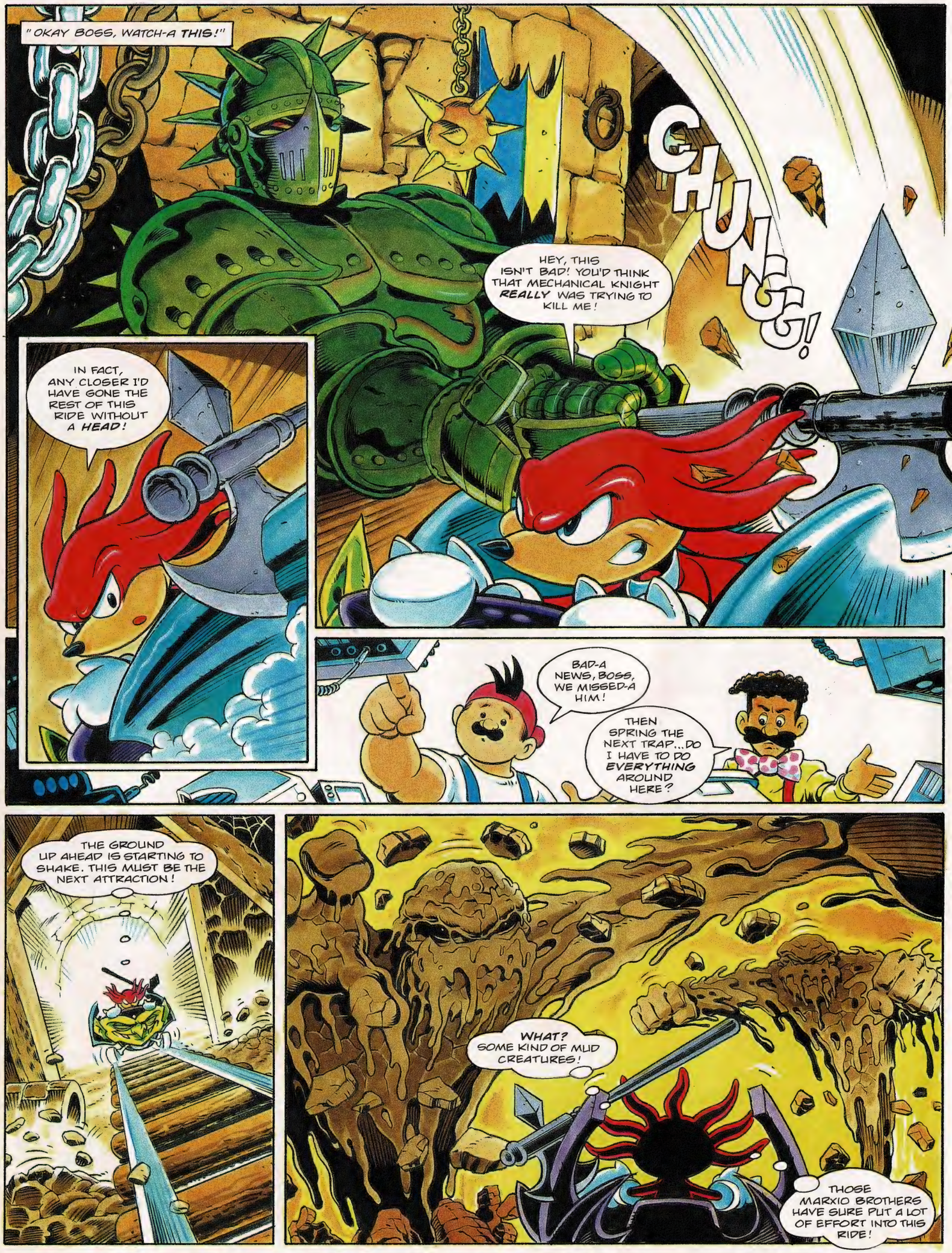
KNUCKLES™

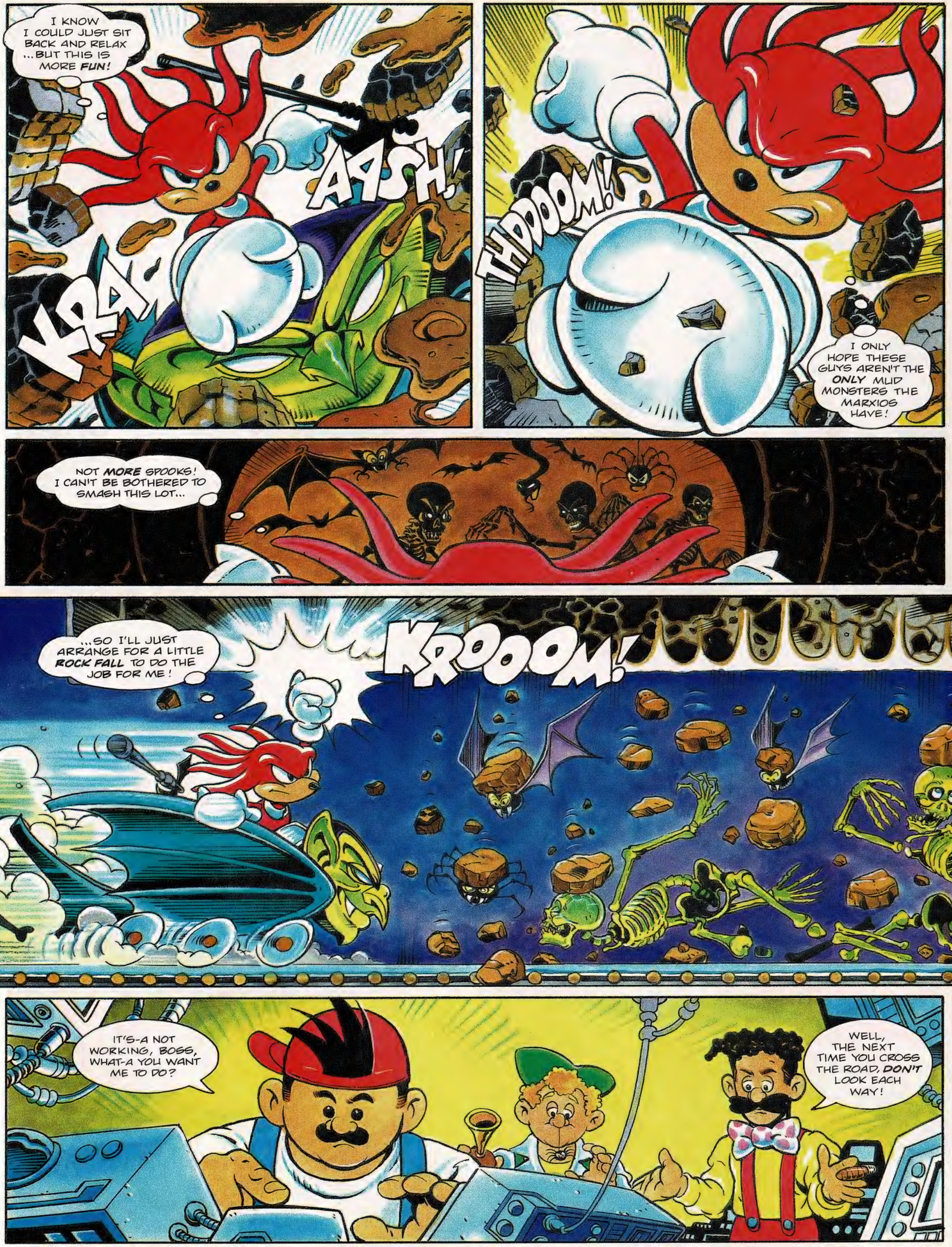
CARNIVAL NIGHT CONSPIRACY PART 3

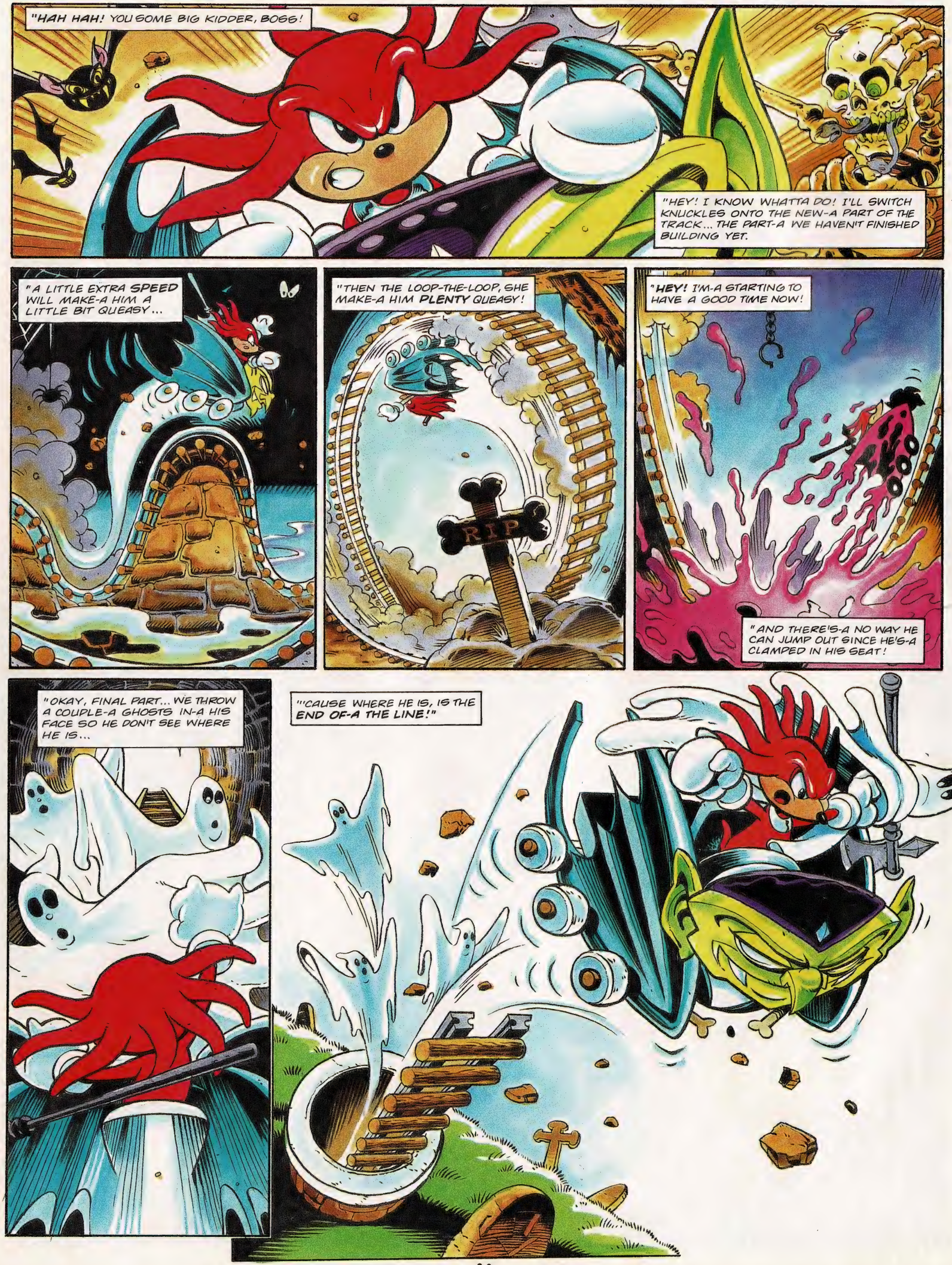
Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell


IN THE CARNIVAL NIGHT ZONE KNUCKLES IS TRYING OUT THE HELL HOUSE RIDE ... OR SO HE THINKS.
WHAT HE DOESN'T REALISE IS THAT THE MARXIO BROTHERS HAVE ARRANGED FOR THE RIDE TO DEVELOP A FEW FATAL FAULTS!


I WONDER IF THE MARXIOS WERE TAKING THE MICKEY WHEN THEY SAID THIS WAS A 'WHITE KNUCKLE' RIDE?
IN THE CONTROL CENTRE THE MARXIO BROTHERS MONITOR KNUCKLES' PROGRESS...
OKAY, HE'S-A BACK IN-A THE HOUSE! NOW I GIVE-A HIM THE BIG SURPRISE!
CHICIO, IF YOU DO SOMETHING RIGHT, YOU'LL GIVE US ALL A BIG SURPRISE!


"OKAY BOSS, WATCH-A THIS!"
CHUNGG!
HEY, THIS ISN'T BAD! YOU'D THINK THAT MECHANICAL KNIGHT REALLY WAS TRYING TO KILL ME!
IN FACT, ANY CLOSER I'D HAVE GONE THE REST OF THIS RIDE WITHOUT A HEAD!
BAD-A NEWS, BOSS, WE MISSED-A HIM!
THEN SPRING THE NEXT TRAP... DO I HAVE TO DO EVERYTHING AROUND HERE?
THE GROUND UP AHEAD IS STARTING TO SHAKE. THIS MUST BE THE NEXT ATTRACTION!
WHAT? SOME KIND OF MUD CREATURES!
THOSE MARXIO BROTHERS HAVE SURE PUT A LOT OF EFFORT INTO THIS RIDE!


I KNOW I COULD JUST SIT BACK AND RELAX ...BUT THIS IS MORE FUN!
KRA
AASH!
THOOOM!
I ONLY HOPE THESE GUYS AREN'T THE ONLY MUD MONSTERS THE MARXIOS HAVE!
NOT MORE SPOOKS! I CAN'T BE BOTHERED TO SMASH THIS LOT...
...SO I'LL JUST ARRANGE FOR A LITTLE ROCK FALL TO DO THE JOB FOR ME!
KROOOM!
IT'S-A NOT WORKING, BOSS, WHAT-A YOU WANT ME TO DO?
WELL, THE NEXT TIME YOU CROSS THE ROAD, DON'T LOOK EACH WAY!


"HAH HAH! YOU SOME BIG KIDDER, BOGG!
"HEY! I KNOW WHATTA DO! I'LL SWITCH KNUCKLES ONTO THE NEW-A PART OF THE TRACK... THE PART-A WE HAVEN'T FINISHED BUILDING YET.
"A LITTLE EXTRA SPEED WILL MAKE-A HIM A LITTLE BIT QUEASY...
"THEN THE LOOP-THE-LOOP, SHE MAKE-A HIM PLENTY QUEASY!
RIP
"HEY! I'M-A STARTING TO HAVE A GOOD TIME NOW!
"AND THERE'S-A NO WAY HE CAN JUMP OUT SINCE HE'S-A CLAMPED IN HIS SEAT!
"OKAY, FINAL PART... WE THROW A COUPLE-A GHOSTS IN-A HIS FACE SO HE DON'T SEE WHERE HE IS...
"'CAUSE WHERE HE IS, IS THE END OF-A THE LINE!"

WHOA!
THAT WAS NEARLY NASTY!
CHEK
I'VE GOT TO GET THIS DARN CAR OFF MY LEGS!
THAT'S A RELIEF!
CHA-
KOOM!
NOW TO FIND THOSE MARXIO BROTHERS!
MINUTES LATER...
KNOCK KNOCK
MARXIOS
HEY, KNUCKLES OLD BUDDY! GOOD TO SEE YOU LOOKING SO (ULP) WELL!
YOU MAY HAVE NOTICED WE HAD A COUPLE OF PROBLEMS WITH THE RIDE... A FEW TEETHING TROUBLES... NOTHING WE CAN'T SORT OUT...
TAKE IT EASY, GROUCHIO, I LOVED THE RIDE! SO I'M LETTING YOU STAY ON THE FLOATING ISLAND!
YOU'RE A SMART KID, KNUCKLES!
I CAN SEE WE MADE A SHREWD MOVE WHEN WE MADE YOU OUR PARTNER IN THE CARNIVAL NIGHT ZONE!

NEXT ISSUE: FIRST DAY IN THE OFFICE!

NEWS Zone

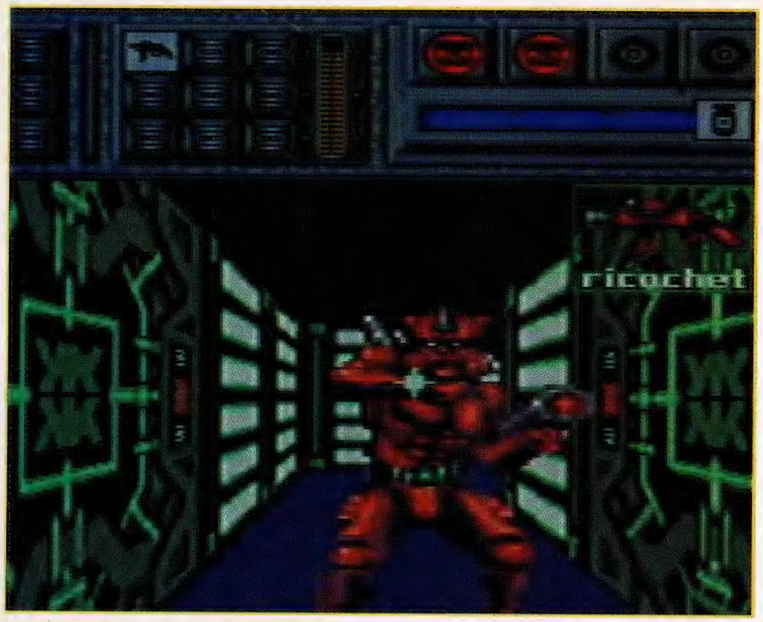
Newshound: *Chris Jones.*

DOOM BEATER?

BLOODSHOT TAKES AIM

Let's face it ... **Doom**, the current fave rave shoot 'em-up (coming soon to the Mega Drive 32X), is just a transfer of a classic game. Domark, meanwhile, have come up with **Bloodshot**, a new, fast, smooth 3-D shoot 'em-up that has had the computer games world buzzing in anticipation for months.

Set for a January 1995 release on the Mega Drive, priced at £39.99, it will be followed a month later by an even flashier Mega-CD version. In **Bloodshot** you get to control an Elite Trooper from the year 2049. Your mission is to save the Earth from being destroyed by a fleet of alien battleships packed with lethal droids and mutant monsters. Your task is to enter a battleship and seek out the plasma nodes that power it. The order is to destroy these and get out quick.



One of the best features about this game is the two-player mode that allows you to carry out your mission with a friend on an ace split-screen format. This can be tricky since your men have had their brains implanted with Battle Frenzy Chips [BFC's] which can lead to trooper attacking trooper in the heat of battle. Just the ticket for those of you who want to get one over on your best friend!

RALLY ON!

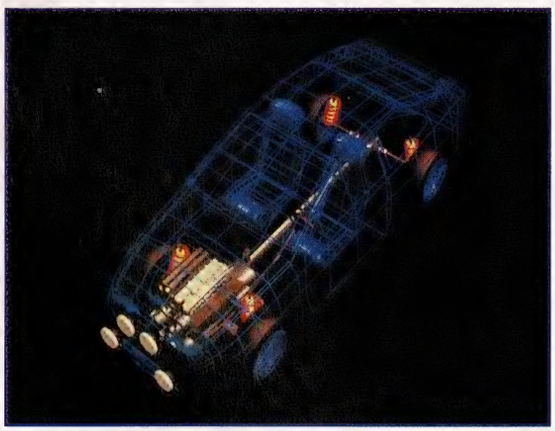
THRILLS AND SPILLS WITH POWERDRIVE

Hill and Schumacher may be kings of Formula 1 motor racing just now, but put them in a rally car and they could lose their crowns! Rally driving is the roughest, toughest motor sport around and, thanks to US Gold and their new game **Powerdrive**, you'll soon have the chance to experience the high-speed

shakes, rattles and rolls of competition driving.

Powerdrive offers you the chance to try your luck on 50 different courses in eight locations around the world. Each race comprises of a time trial over a few days with separate skill tests.

However, the real thrill is choosing from six different rally cars and racing them day or night through treacherous forest and desert terrain. Sand, ice, gravel and tarmac in the rain, sun or snow stand in the way of a good time. So it's visor down and seat belt tight before you roar away to beat the clock and the mud. Big things are expected from this one. Available on the Mega Drive, priced £39.99.



SHORT BURSTS NEWS

FOOTBALL CRAZY

"Ooh Ahh, Marko-Ahh!" Eat your heart out Eric Cantona as young Marko (star of *STC*'s newest comic series!) is back with a Mega-CD version of the game **Marko's Magic Football.** It's available in January '95, priced £39.99, and a Game Gear version will follow in February, price £29.99. The game still gives 110% in these formats, as the footballing boy wonder is called upon to save Sterlington yet again from the evil Colonel Brown. So play on, play on, with hope in your heart ...

WAR GAMES

Virgin's **Cannon Fodder 2** gives you the chance to experience war in all its forms. Out in the new year with a price to be announced, this game follows on from the massively successful *Cannon Fodder* in which you had to lead your men into battle against some bad-tempered enemies. There are now 72 new dangerous combat missions available from liberating hostages in Beirut to the medieval mayhem of rescuing a damsel from an evil witch. It's all here; high powered assault weapons, arrows and a mad witch on a broomstick.

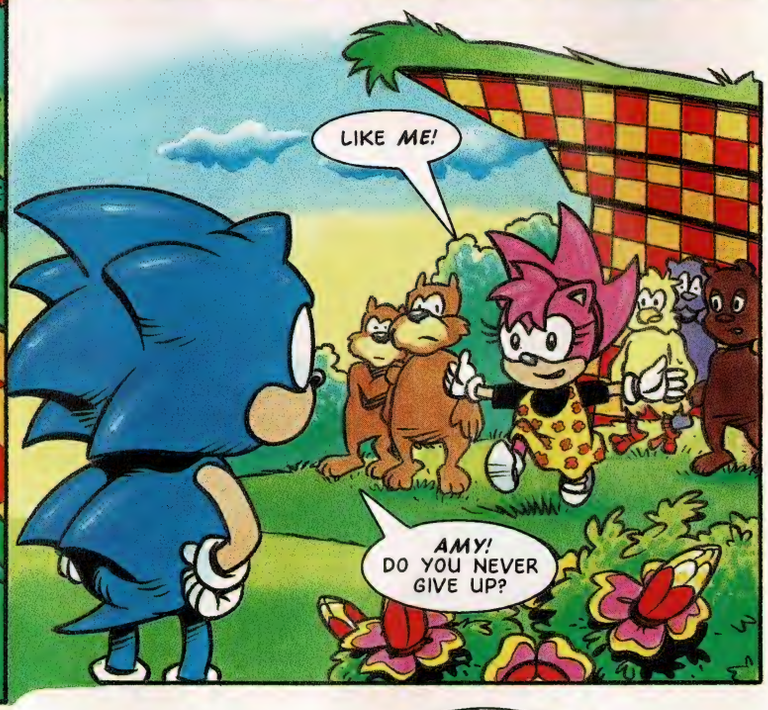
CARTOON OVERLOAD

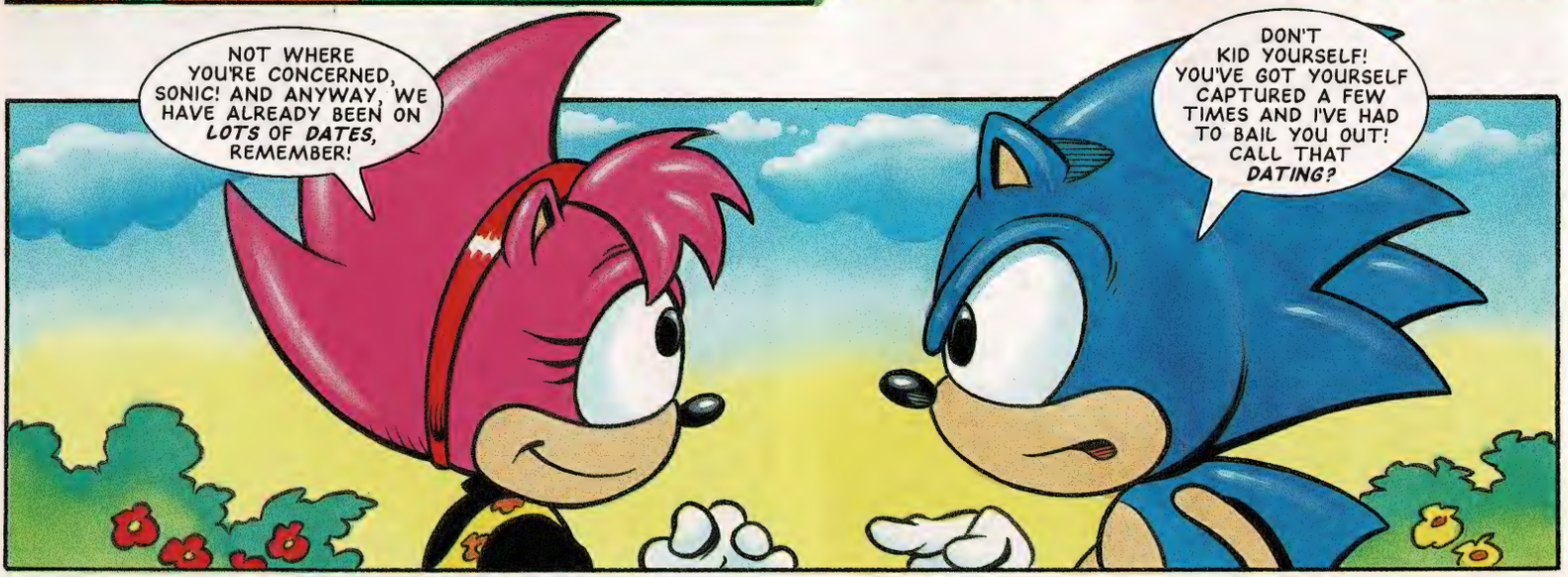
Warner Brothers **Animaniacs** are bursting onto console screens. Thanks to Konami's new platform/puzzle game featuring Wakko, Yakko and Dot, these dog-like kids will be causing major mischief. Later Sega game releases will be **Daffy Duck** and **Speedy Gonzales** - so watch out for the beaked one and see if you can spot the fastest mouse in all of 'Mechico'. Stay tooned for more info.

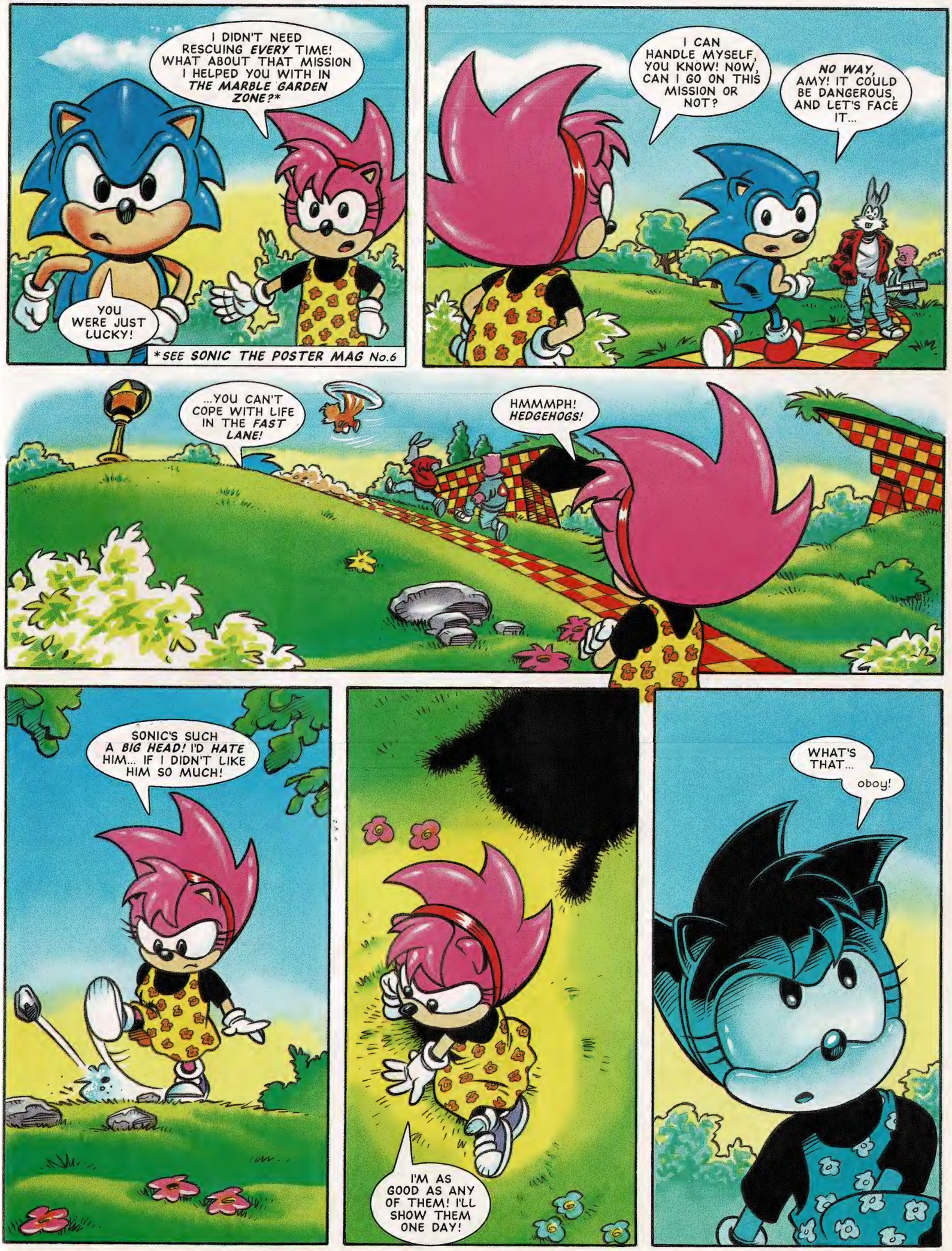
SPECIAL
COMPLETE STORY
AMY
IN GOOD HANDS
Script: Lew Stringer
Art: Roberto Corona & John M. Burns
Lettering: Steve Potter

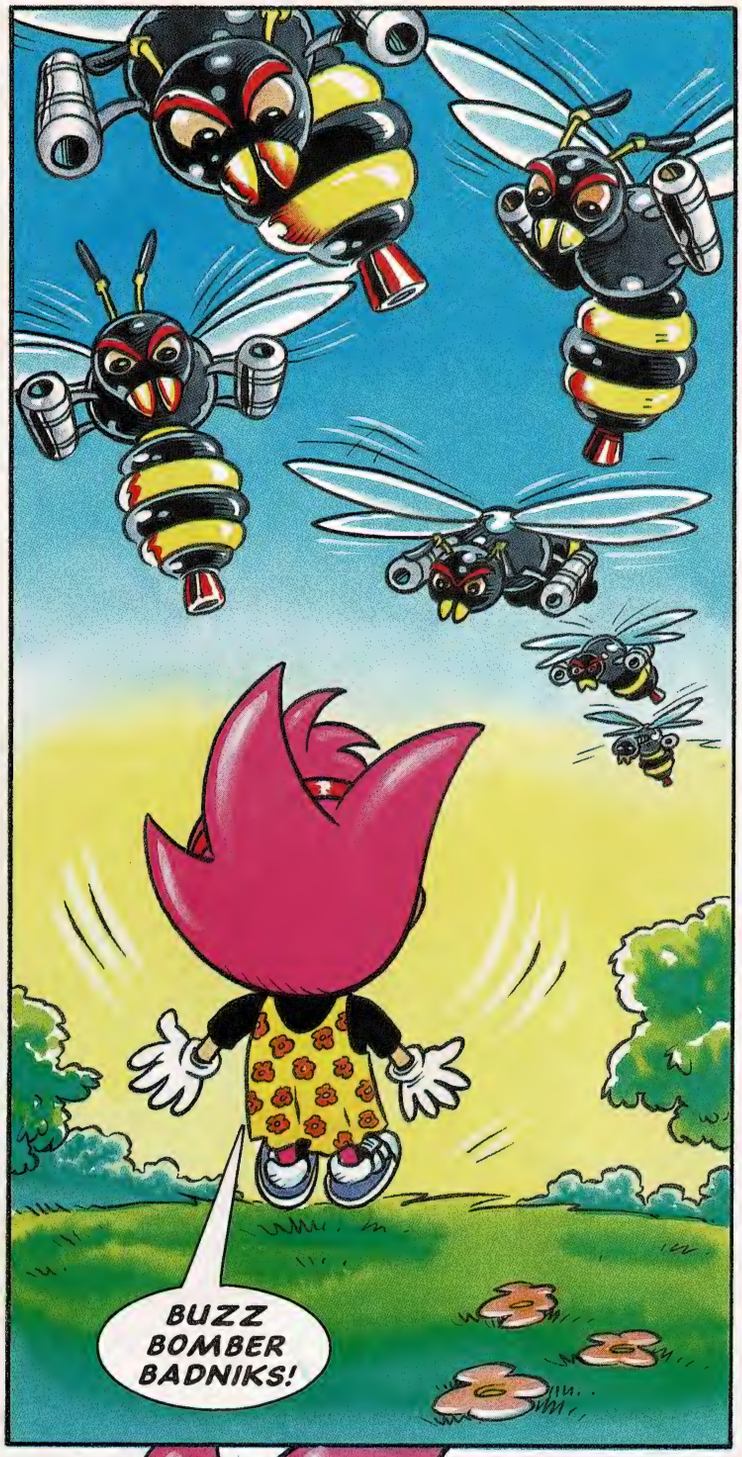
SONIC AND HIS FREEDOM FIGHTERS ARE VISITING THE GREEN HILL ZONE, WHEN THEY'RE ALERTED OF TROUBLE ELSEWHERE...
MOVE IT, GUYS! THERE'S HEAVY BADNIK ACTIVITY IN THE CHEMICAL PLANT ZONE!

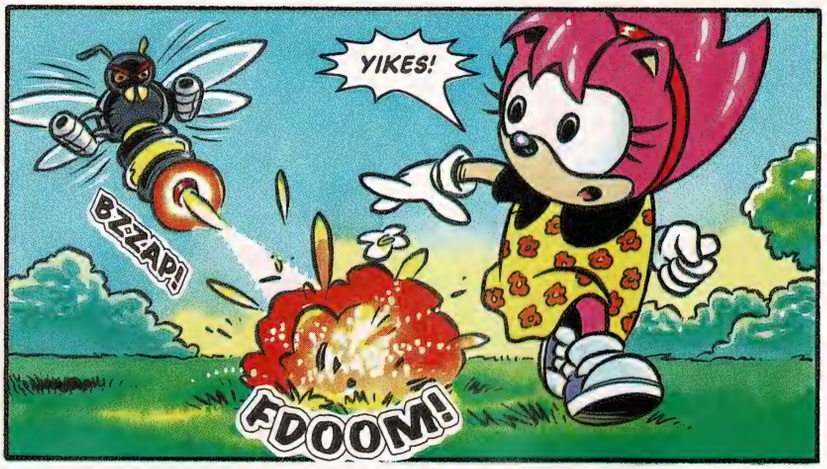
SONIC! WAIT! YOU'VE FORGOTTEN SOMETHING!
EH? LIKE WHAT?


LIKE ME!
AMY! DO YOU NEVER GIVE UP?


NOT WHERE YOU'RE CONCERNED, SONIC! AND ANYWAY, WE HAVE ALREADY BEEN ON LOTS OF DATES, REMEMBER!
DON'T KID YOURSELF! YOU'VE GOT YOURSELF CAPTURED A FEW TIMES AND I'VE HAD TO BAIL YOU OUT! CALL THAT DATING?


I DIDN'T NEED RESCUING *EVERY* TIME! WHAT ABOUT THAT MISSION I HELPED YOU WITH IN *THE MARBLE GARDEN ZONE?**
YOU WERE JUST LUCKY!
*SEE SONIC THE POSTER MAG No.6
I CAN HANDLE MYSELF, YOU KNOW! NOW, CAN I GO ON THIS MISSION OR NOT?
NO WAY, AMY! IT COULD BE DANGEROUS, AND LET'S FACE IT...
...YOU CAN'T COPE WITH LIFE IN THE *FAST LANE!*
HMMMPH! *HEDGEHOGS!*
SONIC'S SUCH A *BIG HEAD!* I'D *HATE* HIM... IF I DIDN'T LIKE HIM SO MUCH!
I'M AS GOOD AS ANY OF THEM! I'LL SHOW THEM ONE DAY!
WHAT'S THAT...
oboy!


BUZZ BOMBER BADNIKS!


YIKES!
BZZZAP!
FDOOM!

THEY WOULD CHOOSE TO ATTACK WHEN SONIC AND CO. AREN'T HERE TO STOP THEM!

THAT WARNING ABOUT DANGER IN ANOTHER ZONE WAS A LIE SO THAT SONIC WOULD LEAVE THE GREEN HILL UNPROTECTED!

...ONLY IT'S NOT COMPLETELY UNPROTECTED... THOSE BADNIKS HAVE ME TO DEAL WITH!

HEY, HOW ABOUT PICKING ON A GIRL WHO CAN TAKE CARE OF HERSELF?
I'M HANDY WITH A CROSS-BOW...
KDANNG!
FWUMP!
...IN FACT, I MADE THE BOLTS MYSELF!
TROUBLE IS, I ONLY MADE THREE BOLTS, AND THERE'S *SIX* OF *YOU!*
YEEK! LOOKS LIKE PLAYTIME'S OVER, GUYS!

FWAMM!
BLAMM!
BWAMM!
HEH. NO BRAKES, HUH?
HI, FELLAS! BEEN BUSY?
NOT EXACTLY. TURNED OUT TO BE A FALSE ALARM!
SONIC EVEN SUSPECTED THAT IT WAS A TRICK TO GET US OUT OF THIS ZONE.
YOU DON'T SAY!
SO... HAS ANYTHING EXCITING HAPPENED AROUND HERE WHILE I'VE BEEN AWAY?
OH, YOU KNOW... THE USUAL. NOTHING I COULDN'T HANDLE!
THE END

S.T.C.
Festive
Pin-Up
DYNAMITE
MERRY XMAS
TO DR. R. HAPPY XMAS LOVE BADNIKS
ART: MIKE HADLEY

Q Zone

Q is for Question.
Q is for Query.
Q is for Quandary.
Enter the **Q** Zone for hints, tips, and help with your favourite Sega games.

JUNGLE BOOK SPECIAL Part 1

Virgin's Mega Drive masterpiece, **Jungle Book**, has received many accolades for its incredible animation. *STC* game guru David Gibbon has worked flat out to bring you Boomers the complete solution to this fantastic platformer.

CHAPTER 1- JUNGLE BY DAY

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

GEM 1:
From the start, go right until you reach the see-saw. Jump on, and once you're in the air, move left. Mowgli should land on a high cliff, featuring a monkey and a Gem!

GEM 2:
Continue left until you reach a long straight vine. Climb down this and fall left onto a branch to collect the Gem.

GEM 3 & 4:
Go down to the centre of the level and jump across some trees until you land on a platform with the third Gem. You will find the fourth Gem located in the tree branch, just left of the platform.

GEM 5:
Go right, jump straight up using the see-saw and continue right until you come to a large cliff featuring the fifth Gem.

GEM 6:
Continue right, jumping onto a tree branch and you'll see the sixth Gem.

GEM 7:
Fall downwards, to your right, onto another branch to locate the seventh Gem.

GEMS 8, 9 & 10:
Climb to the top of the tree to find a hidden Gem in the branch, then jump and land on the cliff to the right. Continue right to see the ninth Gem, then up the vine to the tenth Gem.

BAGHEERA:
Once the previous Gem has been collected, go back up the vine to the very top of the level and head right. Continue right using the swinging vine until you reach the end. Next, go down to the bottom of the level to meet Bagheera.

EXTRA LIFE:
An extra life is available at the top of the level, hidden behind a tree directly above the starting point.

COMPASS:
Available at the start, above Mowgli's head.

CHAPTER 2- THE GREAT TREE

OBJECTIVE: FIND 10 GEMS, THEN DESTROY KAA

A fairly simple level, so pick up the Compass and follow

its directions to successfully collect all 10 Gems. Remember to use the tree lifts and to search inside each tree for hidden collectables.

KAA:
Located at the very top right of the level. As soon as Kaa comes onto the screen, jump up and fire several times at his head (his hypnotic rays are quite tricky to dodge, but it *is* possible). When you see a ray coming, get away from it using a circle formation by means of jumping and using the D-pad - it will eventually disappear. Continue firing at his head using these techniques, and Kaa will be no more!

COMPASS:
From the start, walk right (through the tree) and you'll find the compass hidden in the bush above Mowgli's head.

CHAPTER 3- THE DAWN PATROL

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

The level with the infamous Elephants! Collect the Compass and follow the directions to make life oh-so-easy!

BAGHEERA:
Located at the bottom-right of the level.

COMPASS:
At the start, this is situated at the top of the vine.

EXTRA LIFE:
Go right to the very end of the level. The extra life can be found hidden in a bush, next to Bagheera.

CHAPTER 4- BY THE RIVER

OBJECTIVE: FIND 10 GEMS, THEN BALOO THE BEAR

GEM 1:
You'll find this at the very top, directly above Mowgli's head.

GEM 2:
Back on the ground, go right and onto the next platform. Below this will be a smaller platform next to the water. Get onto this and collect the Gem hidden behind the tree.

GEM 3:
Hop across the stones in the water and onto the next platform to collect the Gem.

GEM 4:
Climb the vine, then grab hold of the linked vines and jump up to catch this Gem.

GEM 5:
Continue right until you come to the edge of a cliff. Drop off and you'll land on the back of a Turtle. Jump off onto the next platform and climb the vines for the next Gem.

GEM 6:
Walk left to pick up this Gem.

GEM 7:
Head right to the next tree and collect this Gem.

GEM 8:
Climb down to the ground.

GEM 9:
Climb to the top of the tree and head right. This Gem is situated on the right-side branch of the next tree.

GEM 10:
Fall to the ground and you'll see this Gem beside an Elephant.

COMPASS:
Climb the vine at the very start. This is hidden in the highest bush.

EXTRA LIFE:
A difficult one to pick up. Go right to the very last tree. When the Parrot flies to the right, jump on and bounce off to the right to collect this extra life.

NEXT ISSUE: Part 2 of *STC*'s **Jungle Book** Special.

ADVERTISEMENT

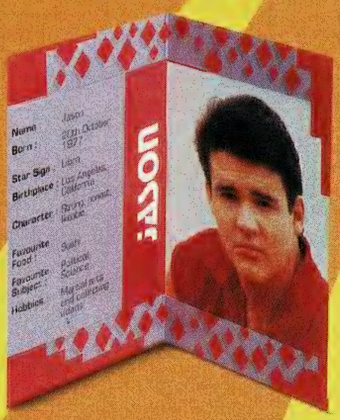
SABAN'S

MIGHTY MORPHIN POWER RANGERS™

Unlock their secrets with Shreddies® secret ID cards.

FREE INSIDE SPECIAL PACKS.

SIX TO COLLECT.



KEEP HUNGER LOCKED UP 'TIL LUNCH.

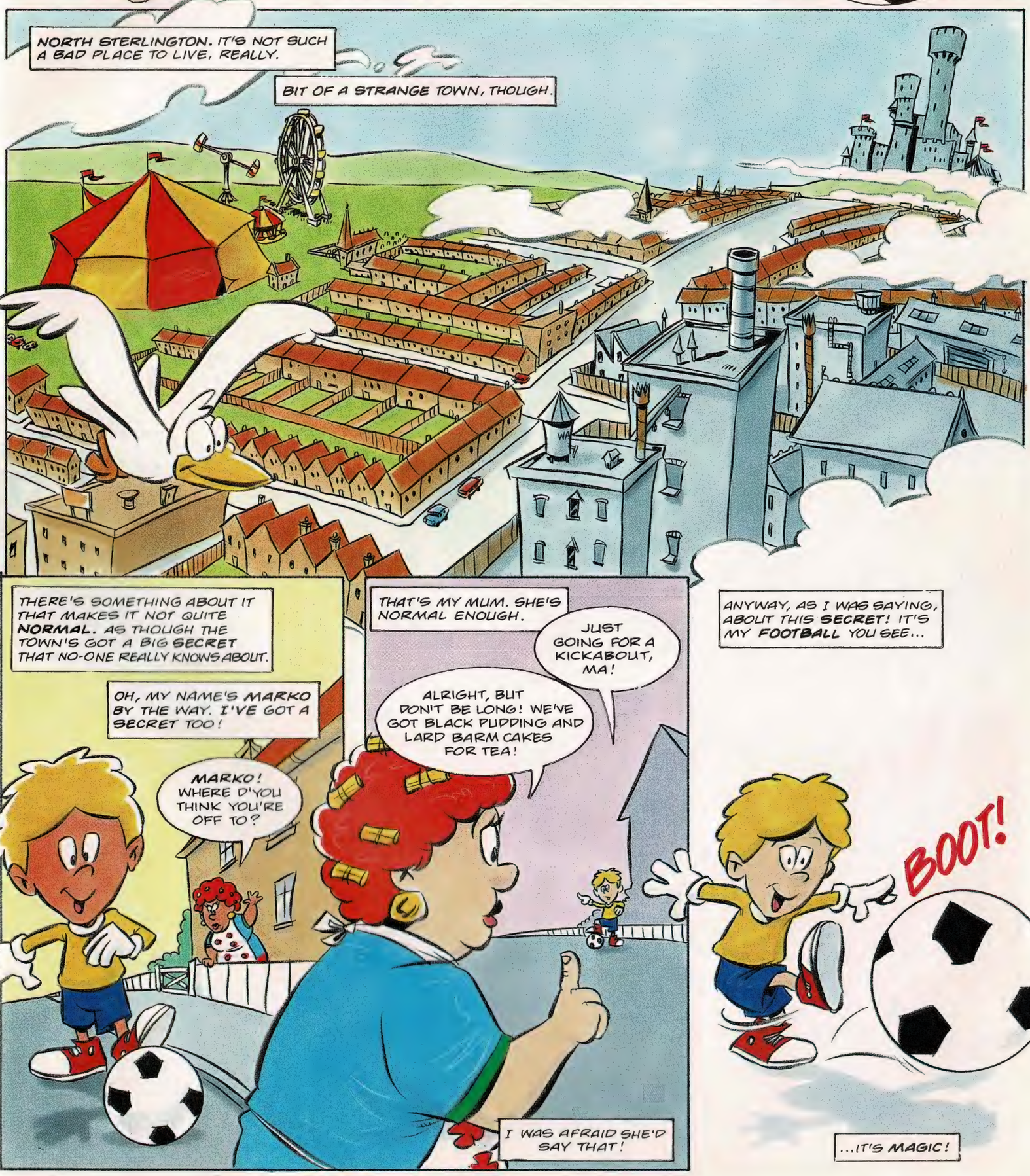
TM AND © 1994 SABAN ENTERTAINMENT, INC. & SABAN INTERNATIONAL N.V. ALL RIGHTS RESERVED.

MARKO'S MAGIC FOOTBALL™

STARTS TODAY

PART 1

Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell


NORTH STERLINGTON. IT'S NOT SUCH A BAD PLACE TO LIVE, REALLY.
BIT OF A STRANGE TOWN, THOUGH.
THERE'S SOMETHING ABOUT IT THAT MAKES IT NOT QUITE NORMAL. AS THOUGH THE TOWN'S GOT A BIG SECRET THAT NO-ONE REALLY KNOWS ABOUT.
OH, MY NAME'S MARKO BY THE WAY. I'VE GOT A SECRET TOO!
MARKO! WHERE D'YOU THINK YOU'RE OFF TO?
THAT'S MY MUM. SHE'S NORMAL ENOUGH.
JUST GOING FOR A KICKABOUT, MA!
ALRIGHT, BUT DON'T BE LONG! WE'VE GOT BLACK PUDDING AND LARD BARM CAKES FOR TEA!
I WAS AFRAID SHE'D SAY THAT!
ANYWAY, AS I WAS SAYING, ABOUT THIS SECRET! IT'S MY FOOTBALL YOU SEE...
BOOT!
...IT'S MAGIC!

IT **LOOKS** NORMAL ENOUGH, BUT NO MATTER WHERE, OR HOW FAR I KICK IT...

IT ALWAYS RE-APPEARS AT MY FOOT!

MAGIC!

PING!

THE FIRST TIME IT HAPPENED I WAS HAVING A KICKABOUT NEAR THE SPOOKY OLD **TOY TOWER** WHERE **COLONEL BROWN** LIVES...

SKILL!

TOY TOWER

MUM TOLD ME NOT TO PLAY THERE AS THE COLONEL WAS UP TO NO GOOD! ALL I KNEW WAS THAT HE SUPPLIED THE TOYS FOR THE SHOPS.

OOPS!

SPLOSH!

OH, HECK! MY FOOTBALL'S GONE IN THAT BARREL OF **GREEN SLIME!** IT'LL BE **RUINED!**

YOW! IT'S **BACK!** HOW DID THAT HAPPEN?

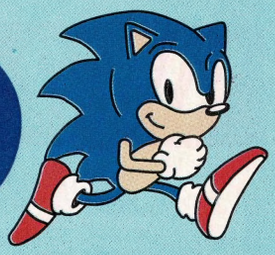
PING!

IT'S TURNED INTO A...A MAGIC FOOTBALL! COOL!
I DECIDED TO GRAB THE FOOTBALL AND LEG IT! I DIDN'T WANT TO FIND OUT WHAT THAT YUCKY GREEN STUFF MIGHT DO TO ME!
NO BALL GAMES
OI! YOU! CAN'T YOU READ?
SORRY, OFFICER! I WAS DAYDREAMING!
PLAYING FOOTBALL IN A NO-BALL-GAMES AREA IS A SERIOUS OFFENCE! NAME, ADDRESS AND BOOT SIZE, IF YOU PLEASE.
LOOK OUT! BEES!
YEAH, BEES! SOME DAYS NORTH STERLINGTON IS PLAGUED BY 'EM.
STREWTH!
STAND BACK, I'LL GET RID OF THEM!
BUZZZ--
--URK!
BWAPP!
MY MAGIC FOOTBALL DID THE JOB - AND THEN SOME!

PING!
SORRY, OFFICER...CAN'T STOP! HAVE TO GET HOME FOR MY TEA!
EVEN IF IT IS LARD BARM CAKES!
OI! COME BACK!
DON'T THINK YOU CAN RUN FROM THE LONG ARM OF THE LAW, M'LAD!
WHAT HE DIDN'T SEEM TO SEE WAS ANOTHER ONE OF THOSE MYS-TERIOUS BARRELS!
OOER! YUK!
CRASH!
ER, YOU OKAY, OFFICER?
DUNNO ...FEEL A BIT... URRGHH...
...SLUDGE... ...CHANGING.. ...ME...
I WONDERED WHAT EFFECT THAT SLUDGE WOULD HAVE ON A HUMAN!
LOOKS LIKE I WON'T BE CURIOUS FOR MUCH LONGER!

NEXT ISSUE: INTO THE SEWERS!

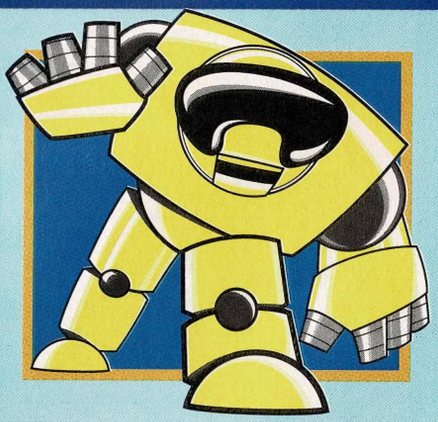
SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Tara Morgan, Mid Glamorgan, Wales.
GG & MD owner.
Sonic Water Fun Game Winner.

Please send full name & address.
Sonic Water Fun Game Winner. ↓

Keep On Runnin'

Dear Megadroid,

I mentioned to my mum that I wanted to collect *STC* for as long as I live. However, I was speechless when she replied: "I doubt it will last till the end of next year!" Please tell me there's no truth in this.

Paul Brown, East Ham, London.
MD & MS owner.
Sonic Water Fun Game Winner.

Panic not, Paul. Predictions state that *STC* will run for longer than eh, Sonic!

Festive Timing

Dear STC,

I would like to know whether it's possible to use the Mega Drive with the Mega-CD 2?

Daniel Spain, Surrey.
MD owner.
Sonic Water Fun Game Winner.

Sure is, Danny Boy - see this issues' special Gift Givers Guide to *all* the Sega hardware!

Ruth-less

Dear Megadroid,

The series of Sonic stickers were absolutely fantastic! They've come just in time for taping up my little sister's mouth!

Ruth Bell, Wellingborough, Northants. MD owner.
Sonic Water Fun Game Winner.

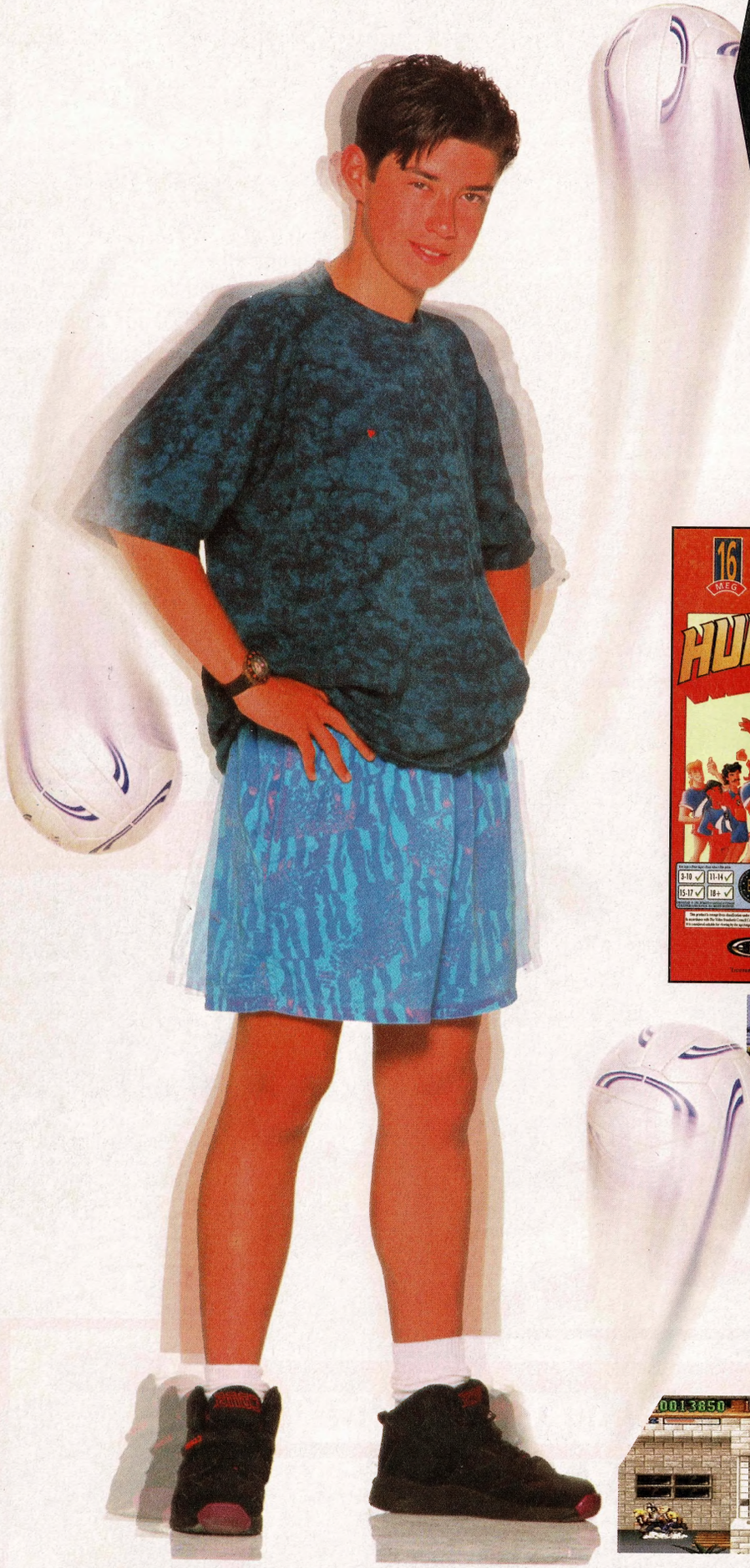
The season of goodwill doesn't impress you then, Ruth.

Get in Print + Win a Prize!

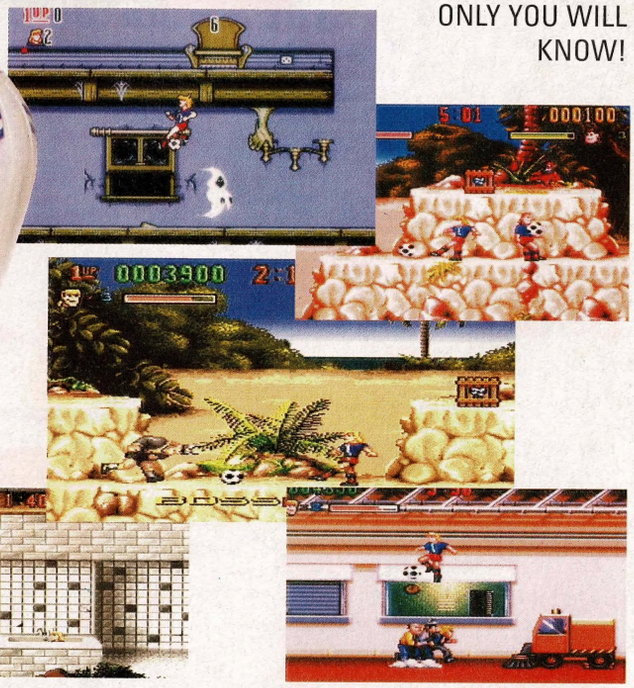
It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

IF YOU CAN DO THIS YOU CAN PLAY THIS



We take no substitutes ... only the best are good enough to match the might of the Gorgons on foreign turf ... their turf. Donning the shirt of a Hurricanes superstar, use your footballing skills to find a safe route through tantalizing traps, mind-bending puzzles and stamina-draining obstacles. Are you good enough to make it to the steps of the Gorgon stadium? ... ONLY YOU WILL KNOW!



© 1994 DIC Animation City, Inc. and Scottish Television Plc. © 1994 U.S. Gold Ltd. All rights reserved. Licensed to U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 0121 625 3366. 'SEGA', 'MEGA DRIVE' and 'GAME GEAR' are trademarks of Sega Enterprises Ltd. © 1994 Sega Enterprises Ltd. Nintendo® Super Nintendo Entertainment System™ the Nintendo Product Seals and other marks designated as TM are trademarks of Nintendo Co. Ltd.

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

GAME GEAR™

U.S. GOLD®

NEXT ISSUE...

48 PAGES OF FESTIVE FRIVOLITY!

ROLL UP FOR THE SONY/ PSYGNOSIS COMPO!

WIN A MAGICAL MYSTERY TOUR OF LIVERPOOL!

FREE!

BADNIK SPOTTER CARDS - 2ND SET OF 6!

PLUS ...

KICKIN' ACTION WITH

STREETS OF RAGE!

MARKO'S MAGIC FOOTBALL!

FAVE RAVES ...

SONIC!

KNUCKLES!

SPECIAL STORIES STARRING ...

TAILS!

DOCTOR ROBOTNIK!

PIN-UPS, PUZZLES & MORE!

STC 42 - FORGET THE BIRD! HERE'S THE HEDGEHOG!

ON SALE SATURDAY, 24TH DECEMBER

SPECIAL PRICE £1.50

DATA STRIP

Fill in & send to:

Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

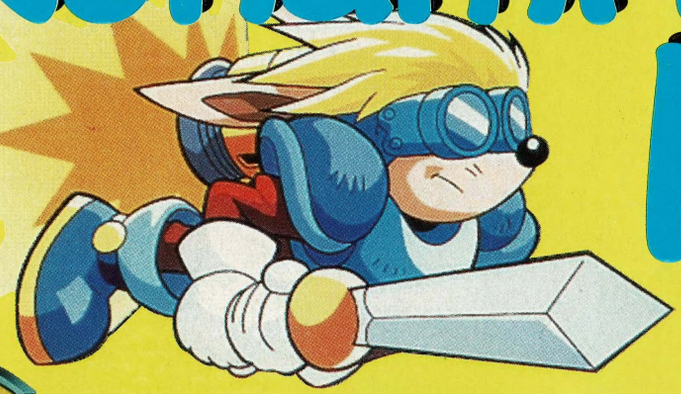
2.....

3.....

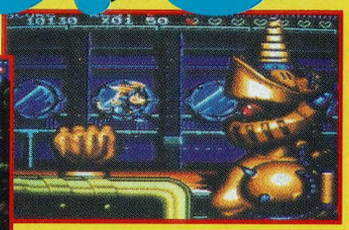
HOW DO YOU RATE ISSUE 41 OF STC?

☐ %

"Konami Kartoon Kapers"



SPARKSTER™



TINY TOON Adventures

ACME ALL-STARS™

TINY TOON Adventures™

wild & wacky sports

ANIMANIACS

Konami hotline 0891 775741 for instant cheats to many Konami titles + up-to-date competition news
Calls are charged at 39p per minute cheap rate and 49p per minute at all other times

KONAMI®

SEGA MEGA DRIVE

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

Konami House, 54A Cowley Mill Road, Uxbridge, Middlesex UB8 2QE Tel: 0895 853000 Fax: 0895 853003

TINY TOON ADVENTURES, characters and logos are trademark and copyright of WARNER BROS., a division of TIME WARNER ENTERTAINMENT, LP © 1994.